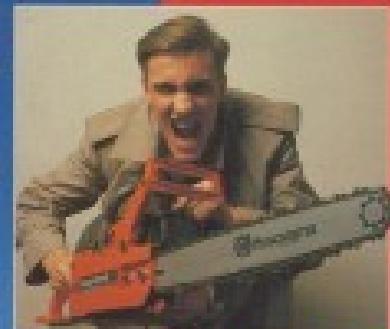


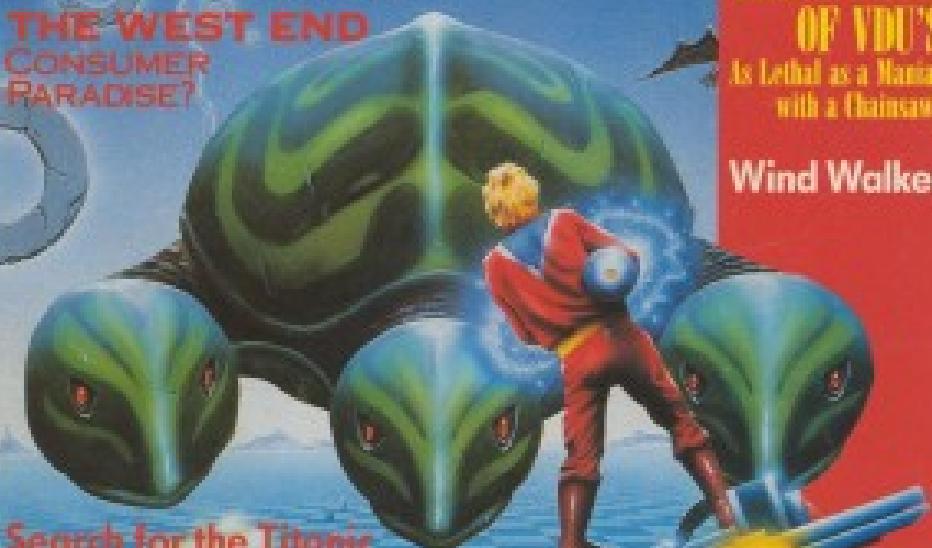
**SPACE HARRIER II**

Duo Molten Mega Death!

**THE WEST END
CONSUMER PARADISE?****THE DANGER
OF VDU'S**

As Lethal as a Maniac with a Chainsaw?

Wind Walker



Search for the Titanic

If there's no cassette on this cover
ask your Newsagent where it is!**EXCLUSIVE!**The World's
First
Scratch
and Sniff
Previews

ISSN 0269-8277



DATTEL ELECTRONICS

NOW WITH 'JIFFY DISK'!



SPRINT 128

- ✓ Full colour Graphics Processor
- ✓ Advanced graphics card with a range of features including Compton Parallel Processing
- ✓ Easy to use - complete documentation supplied
- ✓ Oceanside Microprocessor Disk system for power programming fun
- ✓ Works with most applications
- ✓ 16 colour on screen

ONLY £29.99



DIGITAL SOUND SAMPLER

- ✓ The most complete offering you can expect from any digital sound sampler. It has capacity of 16,000 sampling effects.
- ✓ Hardware friendly hardware with a range of options including a keyboard interface, SCSI interface, and a parallel port.
- ✓ Full 16 bit 12 bit 8 bit 10 bit conversions.
- ✓ Multi-sampling and a variety of sounds. 128 samples can be stored in memory.
- ✓ True effects from guitars and other sources of sound.
- ✓ True effects from guitars and other sources of sound.
- ✓ Standard response with reduced latency.
- ✓ Low latency sample. 80ms for example.
- ✓ Inexpensive price.
- ✓ Complete software, hardware package. That's it! That's it!

ONLY £49.99



UNBEATABLE MIDI PACKAGES

- ✓ Unbeatable prices.
- ✓ Save over 50% off the total cost of the Advanced Music System.
- ✓ Complete packages for every type of musician you could expect.
- ✓ Total MIDI Connection.

**SAVE
£30**



NEW

OCEANIC 118H DISK DRIVE FOR 64/128

The Oceanic 118H is a superb quality Disk Drive specially designed for the Commodore 64/128.

Just look at these features...

- ✓ Advanced design - very compact.
- ✓ External Power Pack included, reducing problems finding power types.
- ✓ About twice twice the speed of standard drives and even faster with cache.

- ✓ One probably the best selling high-quality disk drive for the 64/128.
- ✓ Comes complete with manual.
- ✓ Comes with basic 160K.
- ✓ Ready to go - no need to fiddle.

**ONLY
£129.99
INCLUDING FREE
DCP
ADVANCED
ART STUDIO**

**FREE COPY OF DCP
ADVANCED ART STUDIO**

DCP

COMPUTRON

DIGITAL DRUM SYSTEM

- ✓ Now you can have your digital drum system. It's a digital one in operation.
- ✓ An original sound system in memory of over 1000 sounds.
- ✓ Complete with 16 drum kits, 8000 note sounds, and instruments.
- ✓ Create sounds from scratch with a built-in sequencer.
- ✓ Full 16 bit 12 bit 8 bit 10 bit conversions.
- ✓ Sampled sounds as well as original sounds.
- ✓ Storage as much as storage 100 programs.

ONLY £19.99
INCLUDES DRUM KIT

PARALLEL PRINTER CABLE

- ✓ Connects all your printers to the parallel port of your 64/128.
- ✓ Converts parallel printer to serial printer.
- ✓ Converts parallel printer to Centronics printer.
- ✓ Converts parallel printer to dot matrix printer.

ONLY £12.99

RESET CARTRIDGE

- ✓ Completely new design.
- ✓ Works with most cartridge type games because different to cartridge and cartridge.
- ✓ Works with most games.
- ✓ Can protect your megadrive too.
- ✓ Simply plug in to cartridge port.

ONLY £5.99

3 SLOT MOTHERBOARD

SAVE NEAR 2 TEAR ON YOUR EXPANSION PORT

- ✓ New design three cartridge in the high port PCB.
- ✓ Much improved speed.
- ✓ Fully buffered.
- ✓ More memory and no buffered memory loss.

ONLY £16.99

DATTEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM

ONLY £29.99

NO MORE TO BUY - THE TOTAL MIDI CONNECTION

- ✓ The Advanced Music System is probably the best Multimedia package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - and the Datel MIDI Interface and you have the TOTAL MIDI SOLUTION!
- ✓ DATTEL MODULE
- ✓ This is the module which allows the full potential of the Music System, and every bit of hardware in its collection. The DATTEL module can connect with any other DATTEL module.
- ✓ TOTAL MODULE
- ✓ This is a module which can play music in a variety of ways. It can play cassette tapes, floppy disks, and tape cartridges. This module can be added and can also include extra memory if required.
- ✓ KEYBOARD INTERFACE
- ✓ Allows external keyboards to connect from up to 16 bits through expansion - offering complete keyboard interface compatibility.
- ✓ DRUM INTERFACE
- ✓ Allows control of DATTEL modules and DATTEL Card, light cards, and other peripherals via a single keyboard.



FREE MIDI CABLES



contents



ON THE TAPE

64 COMPLETE SOFTWARE

Cellulator - previously published in CDU
Blaster - previously published in CDU
3 Into 1 Plus - previously published in CDU

FEATURES

16 Could you be a PR girlie/gasser?

42 YOUs — the nutt

44 Cabbages and Kings

62 Central 64

COMPOS

8 Infogrames Comp

WIN! Lookagames

Dragon Wings



GAME REVIEWS

FUN ONE

26 Search for the Titanic

ALSO

18 Ninja Warion

19 Fighter Bomber

20 Steel Thunder

22 Porcher Bottles

23 Windwalker

24 Jack Nicklaus Greatest Holes Golf

28 Tin Tin On the Moon

30 The Sto

32 Space Harrier II

BARGAIN BUCKET

34 Frankenstein Jr.
Grand Prix Simulator 2
Boing!
Monte Carlo Casino
MiG 29 SoVIer Fighter

REGULARS

7 But First This...

10 Data

13 CDU Page

14 Post Apocalypse

36 Poster

40 Misadventures

48 Hokkaido

57 Flamehead

60 Neon Zone

74 Rainy Tales

HOLMESOFT

MAIL CROSS DIVISION OF ESTABLISHED RETAILERS

THE UNIVERSITY OF TORONTO
LIBRARIES
COURTESY
WILLIAM F. DODD
THE BICKLE COLLECTION
1973-1974

HOLMES & SONS
PRINTERS AND PUBLISHERS



CDI
AUGUST 1993

127
Super Mario
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

128
Duke Nukem
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

129
Duke Nukem
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

130
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

131
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

132
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

133
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

134
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

135
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

136
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

137
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

138
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

139
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

140
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

141
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

142
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

143
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

144
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

145
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

146
Monstrous Max
Mystic Quest
Mystic Quest II
Mystic Quest 3

But first this!



With the going gets tough, the rough get super-tough. And due to inflation rates, rising costs, oil shortages, Sonics and the price of Ozone gas in South America, many may just have to find the coming few months pretty tough indeed. Because they may well end up by the roadside. YTC, though, is as user friendly, and certainly tough enough to give you what you want.

Although games can now come in fast time and far between, we still supply you this month with the ten YCR reviews of Space Hunter II on the CD, and that can't be bad, as well as several other stiff reviews to keep you going.

Also, it has been brought to my attention that some readers due to the Crown's lack of supply of the magazine may be experiencing difficulty in getting hold of it at their local newsagents. I have asked the Crown to look into this matter and stated that if there is a problem with the copy of press in the copy of the magazine, may available. So on behalf of readers inform them that they are wrong, if only for the sake of my software ego.

Another small change is the inclusion of cigarette info. Now for each of the best four YC tapes go to now, the only thing we don't supply on the boxes, you'll have to do that yourself and, oh yes, a few of the designs have been updated to QMBA. How could she have done... we are the YCR magazined.

You until Anthony's coffee goes bitter...
Kit Henderson



TINTIN ON THE MOON

FRENCH CONNECTION!



Here we go again with another MC competition, this time it's all about Tintin games. And we're not giving away one game to the first prize winner, we're not giving away two, we are in fact giving away **10** Tintin games (Tintinograms lost mine released) to one lucky winner. And there are 10 copies of *Tintin on the Moon* for runners-up.

All you have to do is answer the following three SWRUE (so easy even Adrián could do them!) questions from the answers supplied, and write them on the back of a sealed envelope (or postcard) and send it by April 30th, to:

French Leisure Company

VC

Argus House,

Boundary Way,

Hemel Hempstead,

HPI 7ST.

1. What is the name of Tintin's dog?

- a) Snowy
- b) Eric
- c) Muttropho

2. Who invented Tintin?

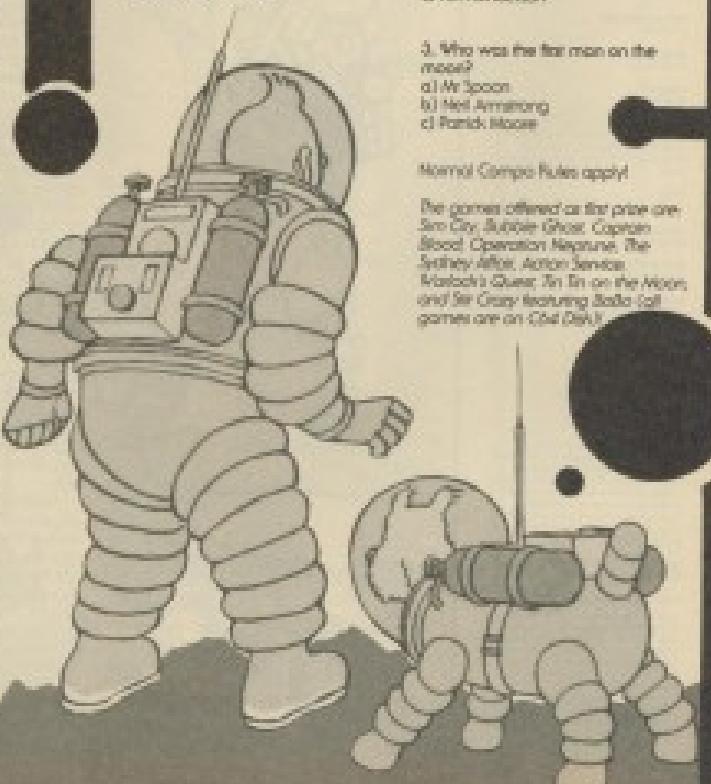
- a) Alfred Neve Bower
- b) Hergé
- c) Rik Henderson

3. Who was the first man on the moon?

- a) Mr Spoon
- b) Neil Armstrong
- c) Patrick Moore

Normal Competition Rules apply!

The games offered as first prize are: *Smile City*, *Bubble Ghost*, *Copman Street*, *Operation Negroni*, *The Syndicate*, *Afghan Services*, *Marsch's Quest*, *Tintin on the Moon* and *Star Crossed*. Remaining *Tintin* and *Star Crossed* (excluding *Robot City*) games are on *Cost Delivered*.



BINDERS

£6.80
Inc P&P

FOR YOUR VALUABLE
COLLECTION OF
YC
MAGAZINES

**B
I
N
D
E
R
S**

- TOP QUALITY
- SMART
- EASY TO USE

AFB
READER SERVICES
AROUS HOUSE
BOUNDARY WAY
HOMEL HEMPTON
HERTS HP1 1SF

Telephone your order
(0422) 88881



Please supply PC REPORTER (20 issue pack) or other

Name: _____ (Please make cheques/postal orders payable to A.F.B.)

Address: _____

Postcode: _____

Do you live in
POSTCODE: _____ Expiry: _____

Please allow 28 days for delivery.

C64 AMIGA C128



CD DISK DRIVE

£13.50 p/p/p

COMMODORE 1540 C11 DISK DRIVE, SLIMLINE
CASE, POWER SUPPLY UNIT, 5 1/4" DRIVE

AMIGA 500

£19.50 p/p/p

NEW RETAIL PRICE

* FREE DRIVERS GAMES PACK

160 VERBONIC INCLUDED HOME WORKBENCH
13.8MB 3.5IN DISK DRIVE £19.50 p/p/p £19.50 p/p/p



LIGHT GUN

£16.50

COM LIGHT GUN PLUS
GAMES AND UTILITIES

PRINTERS

100% FANTASTIC PRINTERS

COMMODORE 64/128

IBM PC/XT/AT/PS/2

AT&T LISA/PC/XT/AT

MACINTOSH

ACORN R3000/R4000

AMIGA 500/600/1200

NEC PC9801/2/3/4/5/6/7/8

DEC VAX/VMS/VMSI

HP 9000/3000/4000/5000

SUN SPARC/IRIS/IRIS/IRIS

NEC PC-9801/2/3/4/5/6/7/8

NEC PC-9801

DATA



a. *Racing Simulations* case

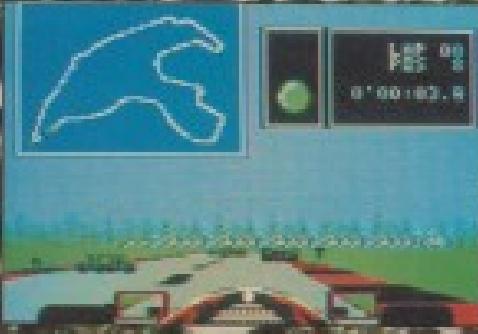
HOME OWNERS

Just when you thought that Electronic Arts had abandoned the old faithful *Grand Prix* series. One goes up. Not only that but it promises to be the biggest, bestest version of all.

It features loads of graphics and lots off-road strategy with the pure thrill and excitement of driving

a Ferrari. Everything that you can think of is included, like 16 different tracks, a comprehensive workshop feature, and many other competitions that come at your leisure. (I would say *Cheer*, but that's so silly.)

It costs £19.99 for the Cassette version and £14.99 on Disc.



With Mr. Spam!



THE INCREDIBLY FUNKY SPEAKEASY CHART TOP 30 COMICS

1. Legends of the Dark Knight 3 (DC)
2. Marshall Law Takes Manhattan (Epic)
3. Vs. 29 (John Brown Publishing)
4. Anthorn Asylum (DC/Titan)
5. X-Men 258 (Marvel)
6. Gotham by Gaslight (DC)
7. Hellblazer 25 (DC)
8. 2000AD 656 (Fleetway)
9. Excalibur 19 (Marvel)
10. Detective Comics 611 (DC)
11. Justice League Europe 10 (DC)
12. X-Factor 50 (Marvel)
13. Captain Special Edition 3 (Marvel)
14. Aliens Vol. 2 No. 1 (Dark Horse)
15. Predator 3 (Dark Horse)
16. Hellraiser Book 1 (Crown)
17. Punisher War Journal 14 (Marvel)
18. Sandman 14 (DC)
19. Spider-Man 200 (Marvel)
20. The Dogie Man 1 (Carson Press)
21. Avengers: War Doctor 34 (Marvel)
22. Wolverine 30 (Marvel)
23. Punisher 30 (Marvel)
24. Sandman 12 (DC)
25. Legends of the Dark Knight 1 (DC)
26. Justice League America 35 (DC)
27. 2000AD 657 (Fleetway)
28. Tapping the Ven 2 (Topps/Titan)
29. Swamp Thing 91 (DC)
30. 2000AD 658 (Fleetway)

Chart supplied by SPINOUT - the Organ of the Comics World from information supplied by comic shops nationwide.



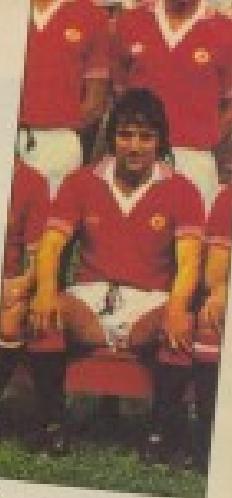
...unpogu manager, the lower
the better. ...Cup manager,
...Silly manager.
...the fact that you
...a larger football

...advise towards
...see its accuracy
...the discussions
...year to be.
...other option will be
...the lesson to hold

...and Marketing
...organic Software
...ive manager
...the match!

...its graphically
...is giving anyone
...easier to interact

...machined it should
...similar names, you



A BOB MACARTHUR left's pull
a lesson on fit



What's the grumpy one?



• CAPTAIN BLOOD: Now
being reprinted for about
the price of 7 lbs of wheat

SCRATCH AND SNIFF •



DATA



PHOTOGRAPH BY STEPHEN MCGOWAN
PHOTOGRAPH BY STEPHEN MCGOWAN

A CYBERNETIC BRAIN - PHOTOFEST



TO WATCH AND CHUFF

THE COMPUTER INDUSTRY BARMA BUSTRA



Ms. A - It seems, it's become more of a business, but does it fit? (Photo: though it's about her best stuff)



A. HOT SHOOT: SHANE JEFF WILSON, CATCHED IN McDONALD'S BURGERS, WHAT HE REPORTED



ROCKIN' THE BATMAN

16

A. WHO ROCKIN' HIS BATMAN: ANDREW NEWELL - IF YOU FEEL LIKE SOMEONE STOLE IN YOUR PHOTOS DON'T

These busy little birds at Activision, despite recently losing Almondia Barry, have been working double extra overtime. Two games are coming our way pretty soon, and they both sound crispy hot people stuff.

Harmhermit is based in the future - seldom are games based in the past - where men are really Cybermouts, women are real Cybermouts and Cybermouts are pretty much like real men and women. Other than acting really funky, exciting and utterly def (what?), you must punch, kick, chain and kiss (the Glasgow Kiss, that is!) your way through many mutated beings for very little reason indeed.

Sonic Boom needs little introduction as a) it's vertically scrolling shooey, b) it's based on the Sega coin-op of the same name and c) because it features little more than average action. Should be a good blast anyway.

They'll both cost around the £9.99 mark for the Cassette and £14.99 for the Disk version.

PROGRAMS GALORE

Commodore Disk User is a monthly magazine tailored specifically for C64 and C128 Disk Users. At \$2.75 per month it offers the best in all round value for money. Not only do you get an informative and lively magazine, you also get a free disk with each issue. You can purchase your copy on the third Friday of each month.

The following programs are featured on the April issue disk:

Box Prompts/Hilite Basic - Two handy input routines

Demos in Basic - You don't need M/C for impressive demos

Characters to Sprites - Transform your VDG characters to sprites

Font Factory - Complementary program: Characters to Sprites

3D Text Machine - An impressive visual display

Screen Enhancer - Another utility for creating impressive looking screens

Spreadsheet 84 - Our first spreadsheet making use of the VEDO environment

C128 Collection - Three programs for all the C128 users

April's issue of Commodore Disk User will be on sale from Friday 20th March 1990.



Post APOCALYPSE?

With a monarch at the helm, one wonders why people write in (I suppose Points of View has never had any problems). Post Apocalypse is no Ann Robinson, but get those pencils out for the man with more than the average weapon store.

Help!!!

Help! I'm going bonkers! Has anyone got a copy of the Paper Computing issue 7? It includes an excellent football game called League Soccer. If anyone, anywhere has a copy of it, or knows where I can find one, could they please write to Neil Mayhead, 208 Heron Road, Gillingham, Kent, ME7 4LU. Thank you! Mayhead, Kent

P.S. I think that letter says it all. Can somebody lend a hand?

LONSDALE

I have had my C64 for a year now and I have been reading Zzap! for one day I picked up a copy of PC and was pleasantly surprised. I was amazed to see that the mag only



covered for the 64, unlike Zzap! and C64, and it hasn't converted to the superior Amiga.

I liked the idea of having free computer games on every mag, but I think the price is way too high, and if you lowered it you would get loads more readers.

Jason Frost, BPPD 30

P.S. Who said we need more readers? Anyway, if you wish to

compare us to Zzap!, they are now priced £1.20, only 45p less than ourselves, 3-4 games for 45p can't be bad.

Glad to see you liked our lethal dose of dullness though, and as the only dedicated C64/C128 mag around we hope to cater for your specific tastes every month (as long as you like chakkaos, death and mayhem).

HISTORICAL HISTORY

You know - it's not often that you find a startling piece of historical data in a computer mag, but on page 14 of December's issue, the *Storm Across Europe* review states that Hitler founded his battalion against Poland in Sept 1945! Just goes to show how time and all those colonists covered histories... change the logo! I hereby claim my free copy of *Storm Across Europe*, or was it *Aero?*

Anyway, the real reason I am writing is to thank US Gold for being so prompt in helping me out of this problem with Cutters like Anne Bonds. Many many thanks US Gold, it is greatly appreciated.

I am delighted with your magazine, which I have just started receiving regular basis. I would like to subscribe to 12 issues but I would be honoured and written so chastely I couldn't bear it anymore!

One possible move towards making your mag even better, how about publishing tips and/or mags for some of the excellent role play games such as Bonds, etc.

Cpl M. Keenahan, STFC 35

MH: I'm glad to see that one person is grateful of helpful companies. I'd like to thank the buggymen/redditors. As for tips and mags, we do dear Cpl, we do!

YAWN CITY

As a reader of "Your Commodore" for many years, and of the old "Your C64", I have noticed a big decline in the last few months.

I buy a computer magazine to read about computers - if I want to see photos of pop stars or read about movies I'd buy another sort of magazine. As your magazine has now turned into a games magazine I shall no longer be buying it. I'll have to keep buying Commodore Disk user, C64 and Computer Gazette.

I'm sorry to see "Your Commodore" leaving the "serious" side of computing, but I suppose after so many years you've run out of material.

Sorry I can no longer be one of your readers,
M R Taylor, Donset.

MH: And don't worry get if ya make a mag completely radical. As

level Mr Taylor is being sensible and buying C64 (the wickedest "serious" mag in do world).

It wasn't because of "material" more (we've more hot material than a large lingerie shop), but you're in doing breed and I think we've realised before you!

ZAGG Mc KENNEY

I have just purchased the first copy of your new look mag and I can happily say that it's brilliant. All the reviews are very good and there's no complaints about hardware or software reviews.

It's a pity that you've got rid of your pensmanship, great handwriting, playfulness and variety in material. Instead of just giving us over all mags, MH (and nearly 600 mags are using this system in circulation!) I think this is the best way. I sincerely hope that you can easily negotiate with us to agree with me on this point.

BTW if there you should have penmanship of course there will be reviewed in about 1000 mags.

So far to say more about penmanship of the games reviewed. Damn! Amazing! Excellent.

P.S. Yo Buzza, a quipper who knows what's happening. His latest over-sized suggestion with the Edict we have come up with is: we don't want Yo gloss over the facts, or break them down. We want people to see it as game to game, so not focus the off, if a move in Draymond is recalled, send the review, etc. what does this? 3) We do more (almost) in do DATA pages, easier with Scratch and Shift. 2) We're working on it (but you know I'd say that)

BATMAN

Before you changed your image and name to PC, you used to be called Your Commodore. I personally hated Your Commodore, and never bought an issue until December. I love your MH's image and I think it's good, although I think that one day one of your reviews will spoil it like the last ever Your Commodore.

It was spoilt by the review of

Batman by Tony Hetherington who grossly underrated it. I don't know what he was doing when he gave BM 5/6/10 his MAUS for most.

BM is simply one of the best C64 games around in presentation, graphics, sound, and gameplay. The swinging rope effect was a great idea. In the 1st and last levels, which made it a million times better than a "boring shoo-hum-up" on Your Commodore so kindly put in.

I loved the C64 game. I'd never have guessed - PAO and I still do, and to you can see (unless the only one, C-Williams wrote the C64 version?) C64 to C64 HRS. 22ap above all you design in the magazine? PAO gave it 96% to gold medals and C64 given it 86% to C64 Screen 2000.

I am not saying these mags are better than yours, they're certainly better than your old C64 mag and give the games more of a chance.

But they are by no means better than yours. They're improved. I hope that Audience Awareness will not spoil it.

Now that you've got a chance with your new image I am happy. I'd hope that this is the last chance for a house to grammar Nazis back to Operation.

On to the next. Watch that you guys don't do it. Please understand. It's not that I didn't like it, but I just don't seem to go for it when it's written like that.

P.S. You're now officially Bat, Batman, Bat Computer, Bat Businesses, Bat... there's nothing wrong with that. For anyone the 1st issue isn't of BM. BM's gone under the pillow of pleasure. It's now just what was Nicky Hinde in Bat People!

And that just about wraps it up for our game journalists' known and forgotten works? A Doomsday in a rubber ring? What else could it have been?

Write to your favourite Moaning Molman at...

Post Apoclypse
Small House Under Kit's Desk,
YC,
Angus House,
Boudoir Way,
Harrow Hampstead,
HPS 7ST.

COULD YOU BE A PR GIRLIE/ GEEZER ?

Have you got what it takes to hassle journos into reviewing your games? Could you be the next Lesley Manorord, Danielle Woodward, or Beverly Gordon? Try this simple quiz and find out!

1. Do you know anything about computer games?

- a) Yes, loads!
- b) A little about Pacman.
- c) Hope, bugger off! What's a computer?

2. You have a journo coming to your office. Do you...

- a) Take him/her to an incredible restaurant for a slap-up meal?
- b) Take him/her to the pub for a few beers?
- c) Offer him/her a glass of milk and a wholemeal digestive?

3. Your latest game is sponsored by a famous personality just created for drink driving and an industry heck cake you for a quote. Do you...

- a) Grumble: 'Do we do that game?'
- b) Gasp: 'There is absolutely no alcohol in the game! Hot Hot?'
- c) Whisper: 'The £100 is on the way!'

4. You have arranged a press conference for your company's up and coming release 'Ninja Death Divers with Anticross' and you decide to dress up in a nappy costume as a comment. What do you wear?

- a) A panty tee through my nipples.
- b) A Ninja Death Diver outfit.
- c) Your best nightclothing gear.

5. You have been offered the cover of 'Your Cucumber' on the grounds that you do naughty things with the editor, a large msp, and industrial cleaning fluid. Do you...

- a) Line up 100% score too?
- b) Refuse, a cover is not worth THAT much?
- c) Include a few more household items to the lot?

6. At the European Consumer Trade Show your boss keels over in the bar in a drunken stupor. Do you...

- a) rummage through his/her pockets for drift money for yourself?
- b) Wake him up and apologise to everybody. Sound like the embarrassing situation?
- c) Take photos and send them to YC for publication?

7. It has been announced as one of the top mags that your press releases are boring beyond belief. How do you 'jazz' them up?

- a) Use jargon for the headline.
- b) Throw in incredibly famous come-uppers to illustrate them.
- c) Use words like 'stif', 'hot', and 'inseminolam' (not a funky word, but bloody impressive).



8. After a promise of a high score in exchange for an 'exclusive' review, you realise you have been ripped off and the game only gets 24%. Do you...
- buy a chainsaw immediately?
 - sue the editor?
 - revise the game so that the ed will look like a pro?

9. It has recently been revealed that you have been writing software reviews for magazines under a pseudonym. Do you...
- carry on writing reviews of your own games under the name of Duncan Evans?
 - design immediately and become editor of Zzap!
 - admit you were wrong and that you'll never do it again?

10. Your company's latest game, 'Big Wobbly Ones from Mercury', is the worst game ever seen. How do you handle it?
- You call it 'the most original piece of software ever seen on a home computer'.
 - You call it 'the best game since Aliens' (see question 1).
 - You resign and become a security advisor. Does crap get handled?

SCORING

Just look up your scores then add them together to find out if you could be at the other end of our phone line!

- | | |
|-------------------|--------------------|
| 1. a=10, b=5, c=0 | 6. a=10, b=0, c=5 |
| 2. a=5, b=10, c=0 | 7. a=0, b=10, c=5 |
| 3. a=0, b=5, c=10 | 8. a=10, b=0, c=5 |
| 4. a=0, b=10, c=3 | 9. a=3, b=10, c=0 |
| 5. a=10, b=0, c=3 | 10. a=0, b=3, c=10 |

YOU SCORED

80-100

'Wow! You know so much about the computer games industry you must be either cheating or Bill Henderson (or both). PR is definitely HOT right now, you know far too much about games and marketing. You have just the right blend of common sense and immaturity to become a journalist.'

QUESTION 1

DEPARTURE SPEED :

ARRIVAL SPEED :

G

SO-75

You are the perfect YC reader. Unfortunately you are too clever to become a PR person, and too moral to enter the world of games reviewing. Trick to buying the magazines and who knows, maybe one day you'll own your own chainsaw!

D-23

The score is so pathetic that you could only do public relations. The good news, though, is that you have just the blend of looks and common sense to succeed in this profession. In fact, you are so damn witty that I should imagine software houses will be climbing over each other in eagerness to sign you onto their books.

74%

NINJA WARRIOR



a. I didn't know ninjas played football



b. They don't play by our rules!



c. I response old house might pool

Supplier: Virgin Megastore
Price: £9.99 Tape, £14.99 Disk

When you get to the top there is only one place for you to go, and that is down, unless of course you are of an evil persuasion, then you can kill the opposition and

clutch the mooses to stay in power indefinitely. Taking the lesson to heart world president Bangier gave the world reason to hate his name. During his systematic clutching of the mooses Bangier made one

big mistake and that was setting the budgets of the Multi - a research company. Using the tools and weapons at his disposal, the disguised Multi created two remote control killing machines, one of which you can yourself control to do the world's fiercest damage to the tagger group.

Be it a game of football, there is a chance to see a robot ninja in action. A long distance and a throwing knife to the head and the opposition is routed. Rogue police attach from all sides with bladed bunt gun, baton and a ribbon of blades, decimates the air. And they all come rambling down to avoid that heavy weight you can sometimes see on the heads of the opposition. Just when it comes into play, you are faced with the ultimate Show shooter, who has deadly hit and run, a well timed jump or a well saves you from destruction. Occasionally a soldier with a gun launched grenade appears. Charging the character has its disadvantages as you have likely to head but the next coming missile or it goes to your destruction.

But when you thought you had the opposition under wraps and noisy of you, he would charge through the obstacles, and then he would be too fast for the teleports and the traps. So the only way is the good old ladder.

It's a tough. This monstrosity has a lot of weight and is more than capable of taking out the team. Other voices include rank which is invulnerable except for the runner who gets his head out of the turn and does well in their engagement, who chunks out of the harness and throw the lasso ready to lay the dangerous to the ground.

As you move up the level you will find something a little better than the previous games. On level 10 there is a small section to a big sword and when you have to form your own blocking. You only have one life with which to complete the game. You take note if the robots manage to hit this area. If you can survive a level you will be given a full set of new weapons and you do not get any credits for the last level plus no reward is the most ridiculous two players to fight against them.

It's a great game and a final plus to remember is the simultaneous two players to fight against them. Action

This release has coincided with the release of F-16 Combat Pilot from Digital Interactive. But will it live up to the standards set by its rival? Fighter Bomber is

toughed with a single key. These are only two different display panels: the weapons and navigation data.

Without doubt the most impressive feature are the various views of the plane.

FIGHTER BOMBER

most definitely not on the same scale as Combat Pilot. It is almost a watered down version.

The basic objective is fairly similar. Various screens give you the option of seven different aircraft. All have good and bad points and not all can be suitable for all of the missions. Once a plane has been chosen, you must then select a mission. These are not as complex as in F-16. However, they do vary in size and difficulty. Information is available about the mission or you can alter or plan your route.

Then you are given no weapons selection. This is very similar to F-16 but not as detailed or varied. Once you're done here you can get out to the runway. The graphics in Fighter Bomber are an attempt at combination of wire frames and solid 3D. Technically they work, however, the inclusion of filled in graphics makes the screen update painfully slow. The missiles are shown in realistic perspective and spike off into the distance. Bombs are invisible but burst into the ground on impact.

The combat system works extremely well. The numerical read out used to put on the thrust, in increments of 10%. The others lose control of power and the afterburners. Other controls include the normal undercarriage, rudders and ailerons. Weapon selection is simpler being

Available by selection one view from the control room (boom in and out camera style). The views from above, from behind or the side. These are all rotatable. There is also a weapon's eye view and an enemy plane view. These can all be very effective and filled in.

The missions are on the most part difficult. This is partly the idea but mostly the fact that the plane is so slow. The impression of speed just isn't convincing at all. Flying towards a fixed ground feature seems to take forever and they aren't that interesting when you finally get there.

Dogfighting is a difficult yet challenging part of the game. The enemy planes are of no advantage to you in terms of speed. As usual in these games, though the pilots are tough to defeat or close range.

Fighter Bomber just seems to lack the necessary depth required for simulation games to be successful. The programmers have concentrated too much on the different views and graphics. Instead they should have tried to cut down the movey-new time. As a result Fighter Bomber poles into insignificance in the light of F-16 Combat Pilot. Activision would have done better by avoiding the simulation and making the game more of an arcade type. Still, a nice attempt.

ACC

67%

Supplier: ACTIVISION

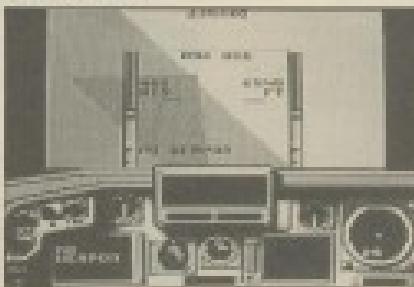
Price: £9.99 (tape) £14.99 (Disk)



▲ Death - jet snapshot



▲ Let's do away to a kill



▲ This rock is the pilot

Steel



Sixty tons of steel come rolling down the highway of hell with you at the helm. The enemy come head-on guns blazing and only you and more than a little luck will see you through the day. If you prove your worth untold battles lie before you, but flush out and you die; when the steel starts rolling there are only winners.

Getting your hands on the latest American hardware can prove a little expensive not to mention dangerous to some for the need being strong. Steel Thunder. You can choose between four types of tank to employ three countries in twenty-four missions. Rumbling across foreign landscapes letting rip with your canon is a gratifying experience which is all too soon ended when the enemy return fire and you find yourself piloting a pile of scrap. This is not an arcade game but a full blown tank simulation with

ion of dying (usually done by yourself).

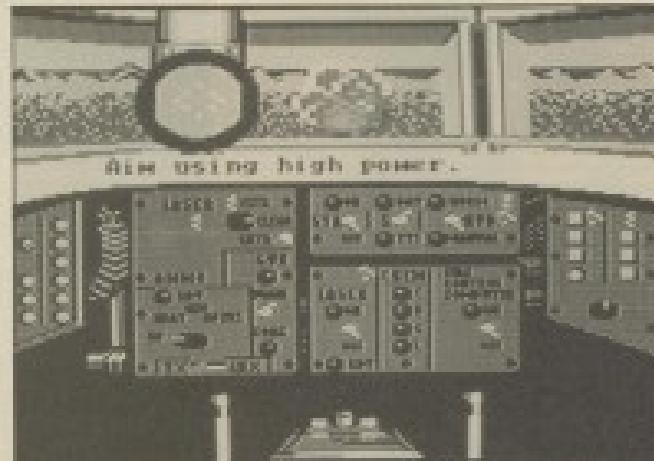
The ever cheerful (some) commander dishes out the missions with relish. You select the country (USA, Syria or West Germany) and like a

Supplier: Accolade
Prices: £9.99 Tape, £16.99 Disk

conjuror's trick, the missions appear before you. After selecting the killing ground you choose the hardware, a M1A1 Abrams, M60A3, M2 Bradley or the Leopard. Each tank has its own specifications so before selecting the vehicle for the mission it is best to look up the tank specifics in the user manual. You have your machine, now you need the crew. Apart from yourself you need a driver, a gunner, and a loader. For each job you are presented with a list of

possible troopers complete with stats. You job is to choose the team that will get the job done. One last procedure to follow before hitting the action and that is the armament. You can go with the pre-configured tanks or customise it for your own style of fighting.

Once assembled you run through the final check before turning the ignition key to home and glory and possibly fame (or for most likely) death. All systems check so you run through the start up



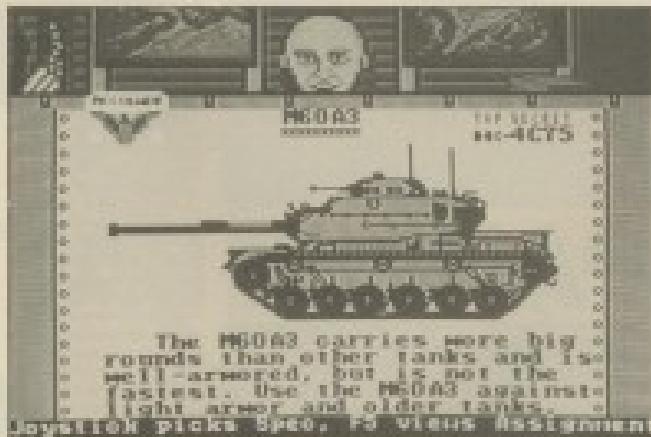
▲ High powered pinhole binoculars

Thunder

sequence, switching on the engine's turner motor, and firing the smoke grenades. Go to the map, plot your course and tell the driver to roll.

You can switch from gunner, driver and command positions of the tank but a player with both in their crew can issue the orders and lay back. When the tank starts to fall you know you have arrived. Lay down the smoke and switch the gunnery screen, the gunner loads the ordnance you have selected and either you or the gunner can let rip with those explosive shells.

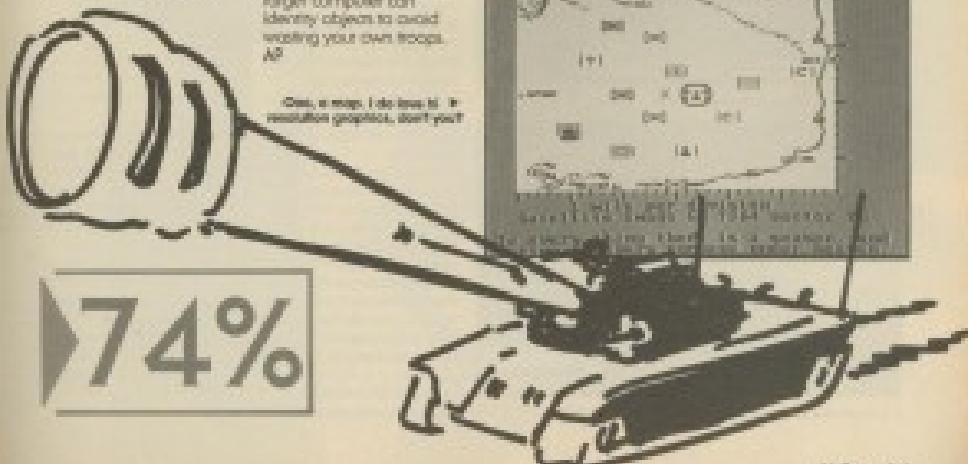
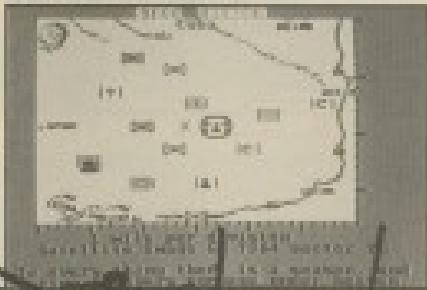
The view from your tank is limited, taken up mostly by the status lights and gauges. When you do encounter another vehicle or bunker the graphical

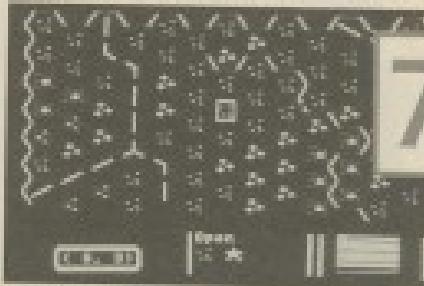


The M60 A3 carries more big rounds than other tanks and is well-armored, but is not the easiest. Use the M60 A3 against light armor and older tanks.

Loyalty picks Speed, rd views Resistance

a. And the engine is called Thomas



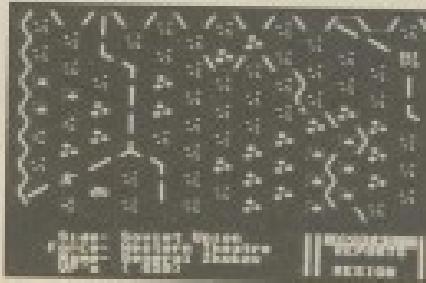


3. Existing State Policies



PANZER

J. Chromatogr. A, Received June 10, 2000, ref. 2000-0000



a 3-months different stage than the one above

77%

Juniper 395

Price: £19.99

The bubbling generates the orders as far as the weather forecast, the time and date. There are 12 different colors you can issue. These include: display, defend, assault and support. Once you have set up your commands you can issue the latest set of orders. You can check and watch the fun begin.

Your bones are regenerated by regeneration, or regeneration. The energy in your cells is stored. Regeneration can be stimulated. Once you start it, your body's life force will be at its best in the body, as to affect a recuperation on the field. After each turn you get to re-set and you make no mistakes and you can't injure your mind. The monads are both very comprehensive and complete. You can do

6
The
present system has
expended much more
time by way of California
than has been spent in
the original project.

Each battle is in depth and a complex strategic problem. Units can be given orders to move, fight, retreat and reposition. Each side seeks to isolate the enemy. The various battles have different skill levels, Moscow being the easiest. Controls are in the format menu. Both menu interlinks with several others giving a branch effect. This means that every control can be accessed via the one menu. Thus the need for a cockpit of controls is discounted.

There are several unusual options available in Painter bottles. The icons on any one of the six bottles can be completely redesigned. Also redesignable are the icons themselves. So if you think that you can do better than 3DS's graphic designers, then you can prove it.

There is a platform at Information exhibition.

The graphics are well done but not superb, but that is what you'd expect from a wargame. There is a definite long-term challenge in this game. The designer did a great job to the testing interest. The game makes a better value for money. For fans of wargames this is the ultimate. For non-fans this is an interesting sci-fi viewing with a few nice strategic effects.

WINDWALKER



Supplier: ORIGIN
Price: £19.99 Disk

Khartun is a strange "Fictional Oriental" world, in Khartun, Good gives way to Evil and vice versa. This being the natural order of things, you as the Good guy have been called in. Your master Hobbes has detected a new, great Evil in the world. You must train in the disciplines of armed and unarmed combat. Once fully compensated in these arts you must then go forth and force the Evil to submit.

Your training can be as long or as short as you wish, but you'll soon discover that children get the living daylights extracted from them, thus it is a good idea to spend as much time as possible training. The training consists of fighting a number of select opponents. These all look remarkably similar, like trees covered with leaves. You have to combat them in alternate bouts, with a Queen's Gambit three handed.

You have six moves or

your disposal, with bows, scimitars, and punches. The enemy is quick and sharp witted but can be defeated with precision. Once it's bout is over you can reflect on your experience. This shows an option menu of your bout, including all the painful bits. One gripe in the software use is the graphics, but quite nicely done, as mentioned earlier with the combat was the lack of sound and effect. A few things doesn't do some of the moves and bites justice.

If you're following your training's compatriots, you can reverse Earth. Hobbes gives you four reasons if he thinks that you're being too hasty. This will take you but may give you a quite completed "Windwalker" in the bag. Under world you're on your own. Should you be beaten senseless then it's forget. Of course you'll be automatically given a kiss.

Along the way you'll encounter various types of people. These might be gypsies, who'll distract you. Or maybe you're not hanging over your soap, so distract is the right. Other people are not so evil and will tell you useful information if successfully distract unsoaped with. Don't forget your cohort of heroes and talk to a lady in a soiled temple though.

Dashed around the Bodacious jungle, these little boppers will be the bane of trapping you around the various islands. There are hills, houses, temples and shops for you to visit where you can purchase more information or objects to aid your quest. As to quirky when this quest is, well, as to no despite Evil isn't all that Zhivago has turned pale,



A don't hurt your back on me... position!

WINDWALKER
Training

A don't stick with this position!



A from this shot you wouldn't think that the game is just nuttiness. He's employed in Alchemia and is an employed alchemist. His job is nothing much really. Can write. The Alchemist has access to a few small rooms no house the book he supplies with.

He has! A hell of a job he's never done. Rescuse the girl beat up the baddies, annihilate the Alchemists.

JACK NICKLAUS' GREATEST HOLES GOLF

70%

Supplier: ACCOLADE
Price: £16.95 Disk £9.99 Cass.

cock Hickory is the most recent of the downtown golfers' links. It's come in a program. Average players should have no problem here, yet technically this course is the best golf course yet undertaken by the Myerhoffs department.

There's nothing really wrong with the game itself. You have a choice of three colossi to play, including one which contains entirely off-hole putts to further reinforce the legend of the hole. At the start of each hole you'll pop up with some interesting information. The best that I've ever played - probably this is special to me - is hole 12. It's a four-hole do if the programmed moves were trying to get you to believe that their holes were off-hole.

dr. bengt von der way

club-golf selected for you. The more difficult hole - or typed - command you can type, change the selection through. Then your single ball can be aimed. Hitting the ball is controlled by the now familiar formula: one press trigger the setting, another to stop the batons and a third to set the snap. This determines how far the ball flies and whether it hooks to the left or slices to the right.

Being whacked, the ball usually flies in the desired direction. The graphics are not absolutely brilliant, but work pretty well anyway. Once all of the pictures have had their turn, the speeds update to the furthest front. This is where the game starts to get down. Because it takes about 10 seconds to move a view, this means an awful lot of waiting around for your go. On a 16-hole course

A screenshot of the 'JAMES BOND 007' game's main menu. The title 'JAMES BOND 007' is at the top. Below it is a large button labeled 'Mission Select'. A scroll bar is visible on the right side of the menu area.



3 The central 'problem' in France

- Two players
 Three players
 Four players
- Two players
 Three players
 Four players

More like *Jeopardy!* to know,
 less like *Jeopardy!* to master.

LINKS: GREATEST 18

A. H. Smith's Jack Pine Lodge

with an elevation of 5,000 feet, this place offers some of the best golf in the country. The 18-hole course is a true links style, and the club rates it as one of the best. It's a well and truly links-style course, and the greens are smooth and firm. The course is a great place to play golf, and the views are outstanding. When the wind is in the month is the place to play the course in the most favorable conditions.

Some play a par 72, others a par 70. Each hole costs about \$100. The long holes feature longer drives than the first ones. Should two players have a hole-in-one simultaneously, then the one for the hole is counted just to the best. The winner is the player who accumulates the greatest number of points.

The golf course is situated in some golf courses (links courses) for example), but the ball is more realistic. Sound is used to merely indicate steps and barks. The inclusion of skin play

makes a nice change, and having a choice of three courses is nice. What a pity that Acclaim could not have speeded up the update time. Still, a good option for golf enthusiasts, anyone else might have fallen asleep by hole six.



A. H. Smith's Jack Pine Lodge



A. H. Smith's Jack Pine Lodge

SEARCH FOR THE TITANIC

Supplier: CRL
Price: £19.95 Disk

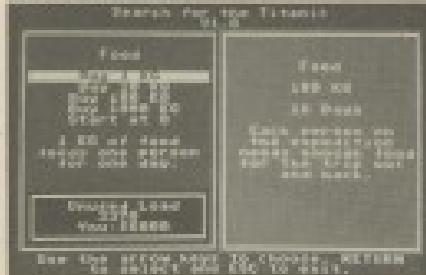


FUN * 1

86%



The task of the investigator is to find the bottom of the shipwreck.



A varied, glorious food... Not from the Argus, mind you.

If you were captain of the team who found the real Titanic, then how would you go about getting a good search? Search for the Titanic lets you do just that. Of course you'll have to find a few other wrecks too. This helps to develop your reputation as well as your technique. The best expeditions are well planned and yours can be no exception.

Every stage and detail must be planned carefully. You start with \$10,000 and the most rent, equip and man a ship. There are several ships available to rent. They all vary in condition, size, capacity and speed and thus in cost. Specialist equipment is very costly and will certainly be out of reach for your first mission.

To raise more money, you will need to negotiate a grant. There are lots of companies and corporations to approach. They are all interested in different aspects of the ocean. Each has its own particular set of rules and regulations. Some are very strict while others are more lenient. Unfortunately, most will be grumpy if your reputation is high up or low.

So if you're looking for a ship to go to the bottom of the ocean,

fuel, food and water. The length of the trip and the number of crew have to be taken into account. Personnel for hire include doctors, a ship's doctor and of course the captain. Be careful to plan your trip well because you can run out of supplies in the middle of the ocean.

Once your expedition is fully planned and passed by the government you can set off. These are three scales of map which can be zoomed in or out of. The smallest scale is useful for negotiating small trips to the land while the largest is helpful for planning longer trips. The wreck you have chosen will be highlighted and you must steer your ship towards it.

Assuming you get there in one piece, you can go into exploratory mode. This lets you send your divers down to the weeds. They can either search for objects or image out the floor. Inspection of the genome takes a very long time and rightly so. The divers need to rest when they've returned to the surface. This is to avoid getting the bends (oxygen).

Once you've found the wreck, mapped it out, and perhaps found some treasure, you can return to port. The success of your mission is reflected in the increase in your reputation. The better the mission the greater your reputation. Thus it becomes easier to get grants and so on.

Search for the Titanic is a programme in long-term development. It is sure to become a well-known phenomenon among computer programmers. You can download it from the Internet or go to the Web site. Web site address: www.titanic.com. Price: £19.95. Buy it now.

BY
STEAL
A
COMODORE
C64



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

F-16 Combat Pilot is just what it sounds like...
-James McMurtry, The Game Masters.

It's an intense action and strategy game.
-PC World PC2 - Macintosh Computer Entertainment

F-16 Combat Pilot includes three levels:
-3D gun games - Macintosh Computer Systems

I'm poised for action as my F-16 leaves the runway. This time my mission is to destroy a laboratory of virus. Suddenly, threat warning - Interceptor closing fast! I quickly called dogfight mode and arm a Sabreliner. We both fire at the same time - craft and a night-vision camcorder for missile. It looks explosive but it's not so easy.



F-16 COMBAT PILOT

Flying fast and low, I aim my F-16 towards my target. There's a switch on the ground below me and the laser guides where to. The air is invasion in quick succession. Laser automatically locking on to each car. While I'm shooting around me, I take to cover and head for safety. Approaching base, I conduct the laser and request a withdrawal for my right landing.

Over your F-16 Combat Pilot now comes telephone 0208 866666
using ISDN or ACC Credit card and phone number reservations.



Digital Integration
The Best Work of Excellence

Digital Integration
Network Solutions
Network Port Options
From £12.50

F-16 Combat Pilot is a trademark of C64 programming - a true achievement!
©1991 - Your Company.

TIN TIN ON THE MOON

What can a little boy and a dog do in deep space together? So make a cold shower and wash your brains out with soap, this is a family adventure.

Tin Tin is aiming for the Moon and only some dodgy comedy and the dastardly Colonel Bonz stand between him and success.

After a brief countdown (unmarred by any of the standard computer horrors and bad weather) the first launch and the adventure begins. There are five sections to complete before landing on the moon.

Unfortunately all the sections consist of the same sub-games.

The two sub-game sets are keep-fit ones plus going rockhunting through caves, then shiny red space ships. As you pass through the

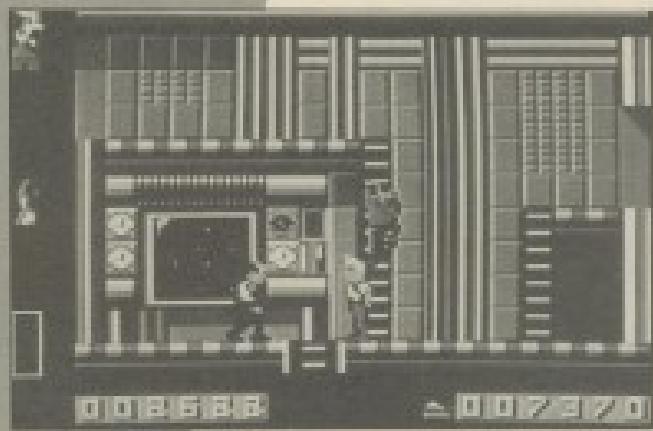
Supplier: Infogrames
Price: £9.99 Cass £14.99 Disk



A Tin Tin - comic Super Soft Entertainment

void your energy depletes at an alarming rate. The only way to maintain and/or increase your energy level is to collide with the mysterious yellow spheres, which hurtle towards you. To complete this level you must collect a set number of the elusive mysterious red spheres which behave in a similar manner to the yellow ones. To complicate the otherwise easy task the spheres are interspersed with a variety of collision, decoys. Hit one of these and your ship succumbs out of control for a brief period and a valuable chunk of your energy is depleted.

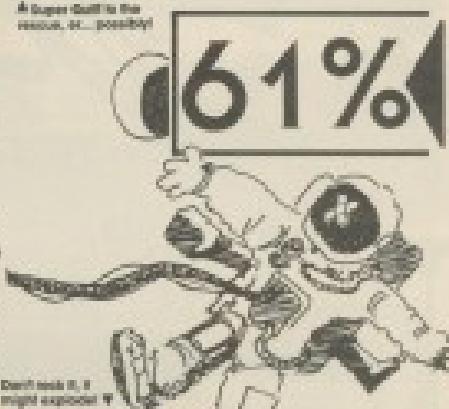
Collecting enough energy is vital to your survival for in the second sub-game your energy will deplete but there is no incentive of collecting more. In the second sub-game you find yourself inside the ship. Here you must locate and revive your companions, fight flies and deduce whom you need to free the Colonel Soto. To achieve these tasks you dash from room-to-room, up ladders and along planks. Your travels are fuelled solely on the floor fueling pads that activate when you deposit a bomb. You can only intend to deactivate the fuel, you must locate the fire extinguisher and flick it off the timer in some rooms you find bombs and locate unbreakable plates... To reach the unbreakable you must land the computer discs off the gravity, when over your target in F1, reposition your plunger downwards hopefully to successfully save you can continue this level and repeat the cycle to stop you from losing. Before the Discs and extinguishers render you too unconscious. As you progress through the five investigative stages the longer the rovers longer to explore and each requires you use more energy. These



are two ways to lose energy rapidly in this sub-game; one is to fall and the other is to be on the receiving end of a laser blast from the Colonel.

The final section of the game is landing on the Moon. Through judicious use of the ship's engines you can apply enough force to land you safely on the Moon. Your remaining fuel is converted into points and every 1000th point Colonel Soto likes happily ever after. This is not a bad score but the lack of safety and the unexpired sub-games make this one game best avoided.

A Super Suit is the answer, or... possibly



008596

Stage 1 Stage 2 Stage 3 Stage 4 Stage 5

000000

OCEAN

Supplier: OCEAN
Price: £14.99 (Cass)
£17.99 (Disk)

Ultimate cassette from Riley Tozer -



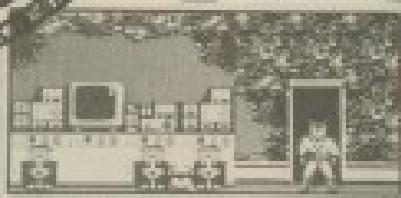
...and the
Braggs...

The disk is a compilation of six other games, though they're hardly or least. The games are *Caveperson Quest*, *Double Dragon*, *Batman: The Legend Unlocked* and *R-Type*. Two others seem up, and two been left up.



Probably the most famous of Riley's P. tapes.

Maze is a horizontally scrolling shoot-em-up. It's very similar to one of the arcade hits *Nestopia*. You control a ship flying over alien terrain. Swarms of ships fly towards you.



Surprisingly deadly.
RoboPac: RoboPac runs across the landscape trying hard to destroy you. One touch of the bombs, the ships themselves or the telescope and it's curtains for you.

Luckily you're not defenceless. You are armed with a forward firing cannon. As you dispatch the aliens they sometimes leave tokens behind. Pick these up and your power is increased.



Some tokens
merely upgrade your
weapons, others speed
up the ship or act as a
shield. At the end of each

level there is a
huge monster. This is
very difficult to kill
requiring many hits.
Should you die then you
not only lose ground but
all of your firepower.

R-Type still looks good
and is playable today.
Having said that, games
have come a fair way
since its release. It looks
a little dated but is still
the best on this
compilation.



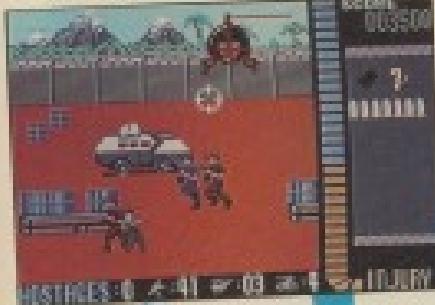
A symbol of
truth, justice and
brave marketing!

*Batman the Caged
Knocker* is an arcade
adventure. However there
is more than a hint of a
'teenager' feel to the
game. Batman is
represented in cartoon
style graphics. He has few
abilities to complete
tasks involving solving
problems around the



problem. If you find a way up, you can be used to solve a problem elsewhere.

The graphics are nicely done; it's a little chunky and uncolourful, Batman is nicely animated and handles especially well. The baddies are pretty noisy and will deplete Batman's energy in combat. Some shoot or have as well but

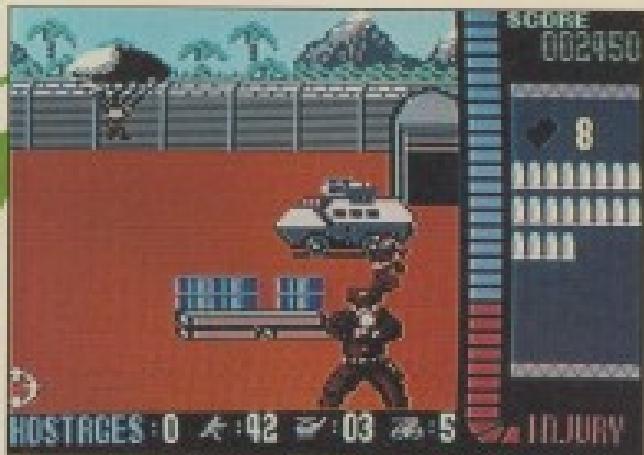


HONESTY: 0

Judging from the screenshots, Batman is a cool looking character. Copied Gauntlet and nice little game. Against the game-type is more than a little dated, but the game-play makes up for it.

OPERATION: NEED is another famous game. Roy Adams, intelligence hero, must infiltrate the enemy camp. He must gather information, fight enemies with his sword and blow things up often. The enemy don't get miffed about this though. They shoot at Roy, throw knives and grenades, deeply. Helicopters and tanks in the hope of stopping him.

Roy shouldn't be downed by all of this, though. He has a



HONESTY: 0

INJURY: 0

Dick, The Lee brothers Clifton, Barry, not Bruce, have to rescue

Bill and Jim. You can control the evil gang alone or as a team. Either way they are badly drawn and animated. Flickering excessively. The moves they perform seem quite limited, although there are extra weapons that come in handy. This game is also little.

UNHAPPY: The graphics are definitely not when someone has over. It's hard to tell if your enemy is doing a headbut or is walking from a dangerous below.

INJURY: 0



HONESTY: 0

INJURY: 0

Double Dragon is the least playable, least impressive and least addictive of the four games. Don't play it, wade over in instead. However, if fifteen of your hand-worned quits the DS isn't all bad. The best game is a P-type so unless you like shoot 'em-ups steer clear. One for fans of arcade games only.

ACC.



SPACE HARRIER

Supplier: Grandslam

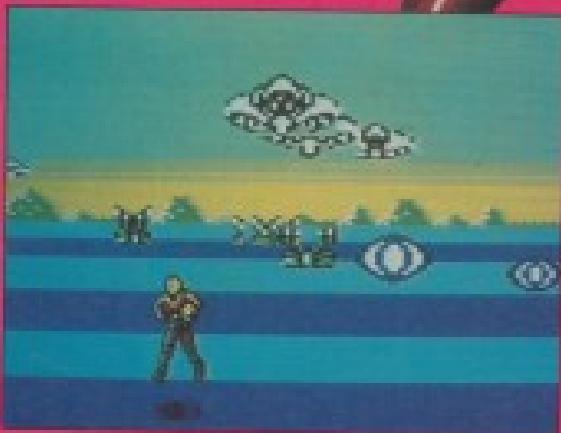
Price: £9.99 (Cass) £14.99 (CD)

The imaginatively titled Space Harrier II is the follow-up to Space Harrier of all things. Yup, the doge, lunging and running bane terrorises us again. Following the original machine's success, this version is the official conversion. The question on everyone's lips - is it good enough?

The answer is a courageous yes. The conversion isn't lightning

fasted on the Amiga, there or least as fast on the arcade console. Onwards fly towards you as you try to outrun them; you can hardly see them before you hit them, so they hit you.

The scenario goes like this. The alien hordes have invaded a variety of worlds. They're looking for the possibility of universal domination again. So seems to be whatever and everything alien does.



"...and the said nation too great to resist the invasion from beyond."

on its bank holidays. However, as usual, there've been sporadic fits of commission for popping alien invasions. These bunch of hell joys don't wear their places invade so they've employed you to repel the usurpers.

Not being the stingy type they haven't sent you out unarmed. You've been

GRANDSLAM



74%

given a top-of-the-range destruction. This can end a death scenario, even the hardest ones. As well as having half a dozen levels, there's also a bonus level, the Shadow Hunter, the player can move up above the screen's surface. The bonus contains two static forms, one being a running bear and the other consisting of a lumberjack, being chased and of course of mauling. On the way you'll encounter both mushy mushrooms, but the intelligent forms, even if you only possess them with hunting weapons, will quickly poison him and rendering him overpowered. While most poison will have long problems dealing with them, the sharp poles or batons is very damaging to health.

At the end of each of the numbered levels is the ubiquitous guardian. All twelve of these despotists are very dodge, very skill and very deadly. The mistake of shooting them, especially hazardous. Any of the levels can be played in any order, but all twelve must be completed in order to indicate the threat. Once you've done that you're up against the Shadow Hunter, an evil doppelganger of yourself. These aliens never give up.

It seems...

Space Hunter II is certainly a challenge to complete levels. The levels are increasingly difficult, no matter which order you play them in. The guardians are suitably big and noisy to give you some real hassles. This, coupled with the speed of the game makes it a hard core blasting experience. There is already soundtracks which lags along behind the game, spurring you on to greater efforts.

There are bonus levels, other levels, four and eight remaining. You survive that long. On the whole the game is quite successful. However, the graphics are what I'd term as dodgy. They aren't terrible and there's no doubting their speed, but they don't impress me as being well drawn or much of an improvement over the original. I'd recommend it if you haven't got heavily into shoot 'em ups. But if you've got the original look at the new game first before shelling out.

ADS



A full scale them small scenes (grow - blast the screen and cut off the invisible man)



FRANKENSTEIN JNR.

Supplier: Cartoon Time
Price: £1.99

Frankenstein Jnr is an arcade adventure. Starting the son of our favourite monster, you have to rescue Frank Sr. He is confined around the building.



In creepy castles, and most of the doors are locked, Frankie must run around getting the bits of his Dad and assemble them. All this time he is being chased by the varied ghosts and ghoulish monsters who destroyed his father.

Careful with the noisy undead robots, they can reduce your energy. Should the reach you, the heart will stop and all is lost for Daddy. He must solve

problems by using objects in true arcade adventure-style. And all in the name of paternal love. Frankenstein Jnr is a lot of a bad effort. It looks a little jaded and distorted, not surprising really. This type of name had I thought been buried.



forever.
But it's been 'resuscitated' by
Cartoon Time. One for funs only.
ACC

62%

Supplier: Codemasters
Price: £4.99

Grand Prix 2 is the follow up to the successful game by the Oliver twins. It picks up where the original left off in terms of gameplay and adds a lovely board on the Formula 1 racing games from Atom. The updated game features new modes, a bonus time feature and three player option.

Unlike its predecessor, in Grand Prix 2 the race isn't over on the previous track added to your time for the next. This makes racing on the harder tracks begin better.

GRAND PRIX SIMULATOR 2

In order to qualify you'll have to come in the first three cars. Miss out and it's game over. There is a damage meter and should it reach maximum you're out.

And that's it. Not particularly exciting but quite playable. The graphics are really nice, but not spectacular - like the game's only ACC.

CODEMASTERS 650 650 650



74%



Supplier: HI Power
Price: £2.99

Boing is a cheerful little chop blouse, bounces, bounces all day long. Unfortunately, he spent all of his time bounding

BOING!

when he was young. Thus he didn't learn to swim. So Boing has to negotiate the platforms and machines that make up the strange world he lives in.

Falling into the water is of course fatal. Boing's future security is somewhat lessened by contact with machinery too. And the flying citizens don't help much. Luckily Boing is armed with the latest shock proof bounce resistant user. He can dispatch the citizens with it no problem.

Boing is a nice little game. It's

almost inoffensive (unless you're an alien) and very cute. The graphics are nice and chunky looking and the music is pleasing to the ear. A good budget game. Our very hard ACC.

82%



Supplied Codemasters
Price: £2.99

MONTE CARLO CASINO

RELEASED JUNE 1988



75%

Monte Carlo Casino is a nifty little gambler's paradise. It features five gambling games. There are roulette, craps, blackjack, five card poker and a fruit machine. At the start of the game you have \$10,000 to spend. The minimum stake in each game is \$1,000. This includes the fruit machines.

The roulette is very well done. All of the features of the real thing are there, including the more obscure bets. The wheel spins and each bet is shown again and whether it has won or lost. The poker plays a reasonable game but is not very exciting. Blackjack is okay but not brilliant. The craps is very dull and retains no resemblance of the real thing. The fruit machine is quite nice but I would have liked to have had a lower cost and lower payout option.

Overall, this is quite a successful attempt at what is a dubious subject to convert to computer.

ACC

WAGER

\$

11000

BET STAY DROP



DEALER

ROI: 6

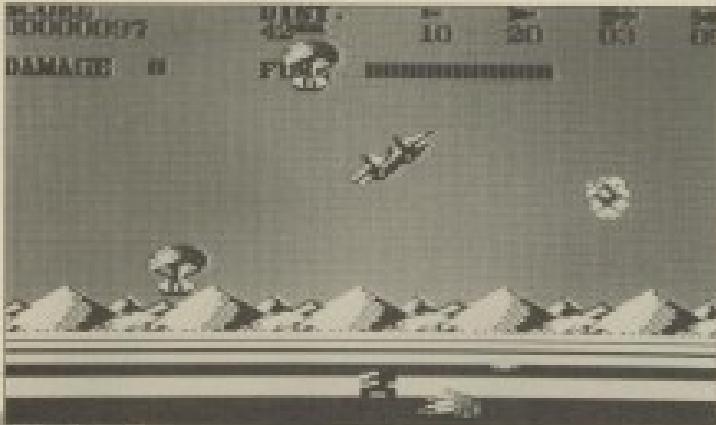
2000

PLAYER

BET... \$ 1000



MIG 29 SOVIET FIGHTER



Supplier: Codemasters
Price: £1.99

This somewhat obviously titled title game is another Codemasters game with little original. Yes, the game is remarkably similar to the cockpit title Afterburner. You must avoid being hit, running out of fuel or ammo. As well as machine-guns you have air-to-air missiles, bombs and a nuclear warhead. This acts as a smart bomb which kills off all the enemies on screen.

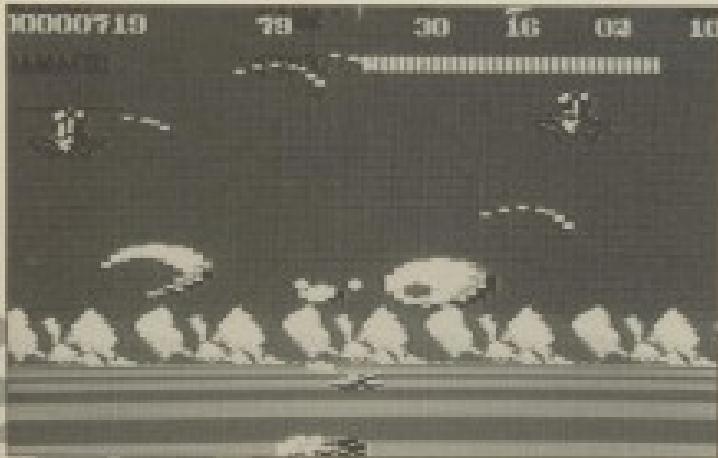
Up against you are helicopters, enemy planes and one aircraft that

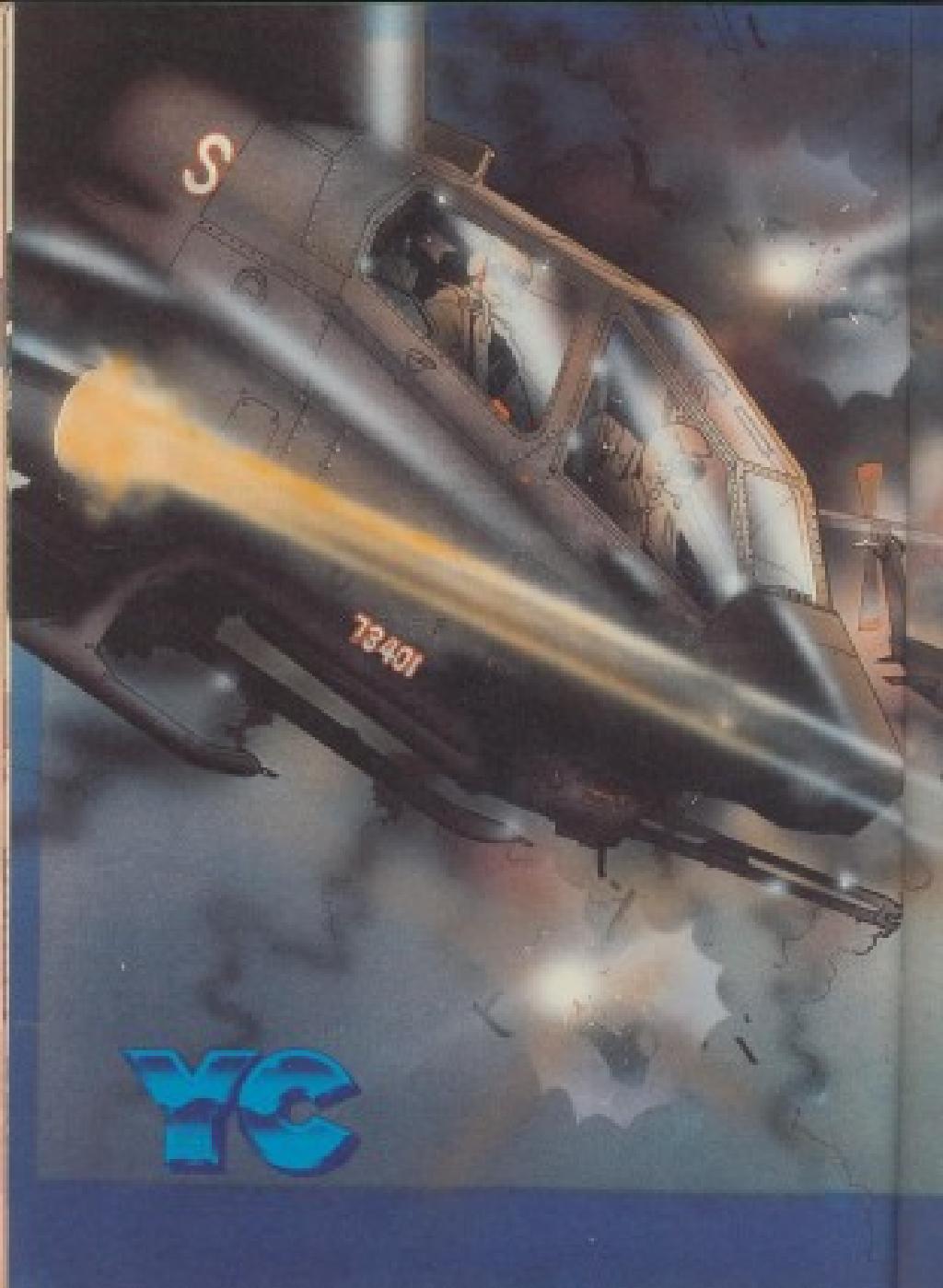
various postures for in to resupply your plane. These include fuel, ammo and bonus levels. Miss any of them and your life becomes far more difficult.

There are several levels to play through so you'll be kept busy for quite a while with this one. Another totally exciting game from Codemasters (yes!). It's about time they released something a little different.

ACC

68%





YC





MISADV

Dragon Wars

Following the tradition of Barbary pirates and Mercenaries the world over, you are off in search of treasure. Rumour has it that the land of Dilmun is a paradise. The streets run with gold. Your every wish is granted and no one wants for anything bar a boat! (4000m/3-4-2 diesel engine - believe as required). Say 'see you in filo' to surprise, this is fairly obvious when you think about it. It wouldn't be much of an adventure otherwise would it? Captain from the same - Etc.

Just as your barge is about to land, you are boarded by city officials who promptly make entry with permission for the dragon equivalent of Pedigree Chum. Stripped naked you are thrown together with the rest of the survivors into a slum called Rungastang.

Obviously survival is the first importance together with the discovery of a 300 year old scroll containing some kind of amulet. However, the characters have nothing to do with the scroll - they just keep appearing in your cockpit. You have to go and get them and am I right in saying that you develop a strong together and separate relationship? It doesn't end there though. You discover that the scroll might belong to someone who calls himself... Horrorm.

The game is written by the people who wrote *Final Fantasy* series and indeed, you can transform other characters from the *Final Fantasy* client in a modified *Dragon Wars* file; however important differences, least in that it's one of the best ideas from another RPG vs. *Dragon Wars*, have also been included.

Character design is straightforward. Only humans are allowed and you distribute a set number of points between strength,

dexterity, intelligence, spirit and health. In addition, each of your characters can train in a range of skills. The key to the game is to have a good blend of skills across the party. No one character can do everything. Typical skills include all the different weapon groups, bandage, climb, swim, pick locks, various types of lock, tailoring clothes and magical skills. As you become more experienced, so you can either learn new skills or improve your existing ones.

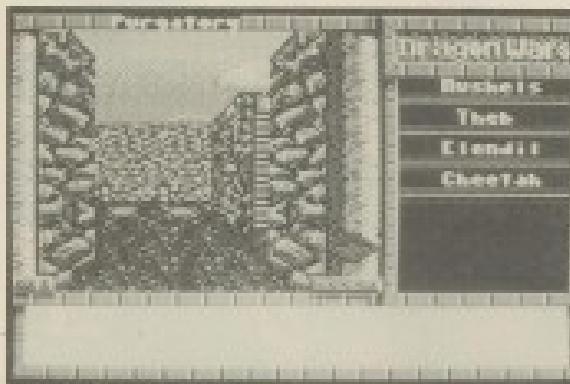
Magic is interesting as it has been banned throughout the land. There are four types of spell casting: low magic that everyone has to learn, high magic, sun magic and dead magic. Even though you have learned a spell, doesn't mean that you can't specialise. All magic users have to travel underground and buy their own spells with them so that you must find a scroll with the Amulet before you can use it.

The basic combat system will be familiar to anyone who has played *Dragon Ball*. Groups of monsters appear at various stages and you can attack, defend, use items, cast a spell and so on. Should you feel like it, you can opt for option-based combat which allows you a greater variety of options.

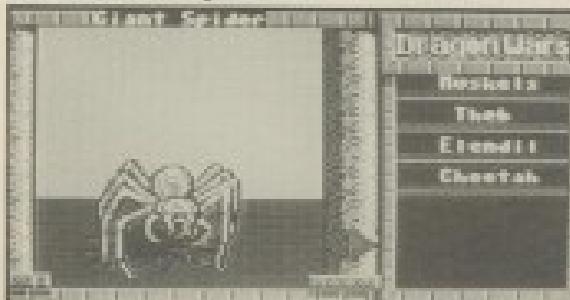
The player-controlled team can consist of three people, or up to seven if you are running around with your or your opponents who are teleported to join your cause. Throughout the game, you are entitled to certain numbered paragraphs that detail certain events, or add extra detail to the descriptions.

Finally, and possibly the most useful feature within the game is the automap routine. No more getting onto and screwing up sheets of graph paper when your turns don't meet. One important effect of having the map drawn for you is that you can see where you haven't been. It's a grid that you move over every single square in the game.

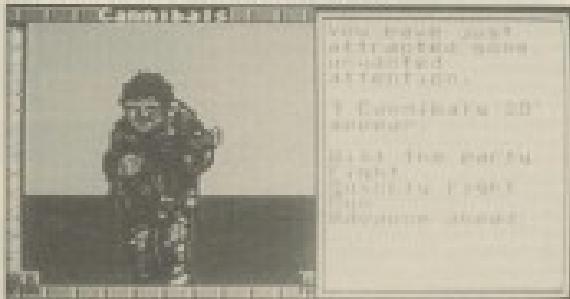
VENTURES



▲ And the walls come tumbling down!



▲ What's purple, got eight legs, and is crawling up your leg?



▲ Looks like a Centipede Town resident!

Dragon Wars is an excellent game and one that I strongly recommend. The use of skills versus the game adds an extra dimension to the traditional hook-and-slash routines and the story line flows a lot better than the original God's Tale series.

Dear Mr Dobsonian

I think that your column is great and that you are the best thing to happen to adventuring since the Flying Scotsman was taken out of service.

Peter Moxon, Plymouth

Dear Peter,

Shut up you dyslexic little git. Crawling like that is one sure way not to become DRAGON. Do I have to spell it out? Only bribery works...

Dear Sir,

Baboons are renowned for having more brain than brain. Train spores feature in the evolutionary scale somewhere just above slugs. Yet some of your writing seems to involve a modicum of grey cells. How do you explain this apparent paradox?

Dave Pugridge, Bury St Edmunds

Dear Dave

Consider the following:

- 1 All rules have exceptions
- 2 Non-moral ones to rule
- 3 Therefore statement does much harm on exception
- 4 Therefore all rules do not have exceptions

Does that simplify things for you? Good, because I expect a two-page discussion by you for the next issue. Alternatively, write an essay in my top ten train numbers and why. This sort of humility to categorise a worthy winner of Dragon Bonus Baby of the Month.

Dear Sir or Madam,

I have just read the so-called devlet that you now call an adventure column and I have just one question, why? Squiggle, Coventry

Dear Squiggle,

Sorry I can't be more polite but I can't read your signature. The answer is simple, because.

That's all for this month. May you never see the inside of a purple worm.

VDUS. A T E H G U T

The expression of technology it endures even onwards to the signifier of the future with half of us clinging onto the sides, trying not to fall off, and the other half running behind, attempting to keep up.

Things move so fast that people don't really consider a product's disadvantages before it's out on the streets and being used by you or I. This can be said about the thing we all take for granted when using a computer... the screen.

Using a home computer such as the Commodore 64, means there

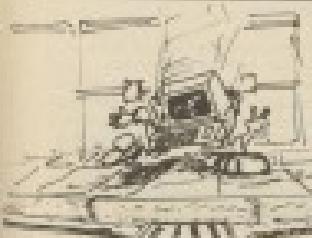
are any number of screen types that can be used! Televisions are the most common and Monitors, for those with a little bit more cash (lucky dogs!).

Monitors are quite similar too, if not the same as, the VDUs used in offices which have been accused of causing a number of problems including stress, reproductive difficulties for women, eyestrain problems and headaches. This is all because the horrid VDU lacks out one hell of a load of viruses (although surfing on these ones could be a bonus).

We've got... 'Soft' ways - nobody really knows what ways do

10 WAYS YOUR COMMODORE COULD KILL YOU...

1. The computer could fall on you (from about 100 feet).
2. The Monitor/Tv could fall on you.
3. The Monitor/Tv could explode.
4. The computer could explode.
5. You could explode.
6. The keyboard could become "live" and electrocute you.
7. Aliens could land seeking homicidal revenge for the deaths of their friends in all those shoot-'em-ups.
8. You could play with it in the bath and get electrocuted.
9. Through playing a game about the occult you could become horribly obsessed and sacrifice yourself to Mordor.
10. You could play *LG Gold's original Cluffin* and die laughing (or crying).



to people, although it is generally agreed that too much of them is dangerous... Ultra-violet radiation has been known to cause skin cancer (as in hot countries and those with a hole in the ozone layer)... Infrared - heat - can cause drowsiness or insensitivity... Microwaves (yes as in oven) are known to be a bit dodgy... again, there's no conclusive proof... and, finally, radio-frequency radiation which all appliances kick out as well as high-voltage power lines. People living near such lines can suffer from problems like depression and a greater chance of cancer or general illness.

Now, you're probably asking yourselves, how does this affect me with my Commodore 64 and my colour TV? Well, the only problem

10 THINGS MORE DANGEROUS THAN YOUR COMMODORE MONITOR/TV...

1. Cars
2. Motorcycles
3. Lightning
4. Street violence
5. Sunbeds
6. Sharks
7. Cholera
8. Telephone lines
9. Lions
10. Accountants.



A Commodore lighting is considerably more dangerous than VHS.

▼ *Anthony is about to find out why!*



▼ *Why not be honest to the user though?*

could be your eyesight; although Dr Robert Linsky, an Optician says, "There's no sign of harm being done by computer screens. People get tired eyes, maybe headaches... a feeling of dryness... it's not a visual task." He concluded, "there's very little you can do to damage your vision. Of course, all these problems arise from spending too much time using your computer. There is a world out there to be discovered which can be as enjoyable as boozing aliens... films, videos, skateboarders, live music, massive parties (and we're not talking jelly and ice cream!) and poisoning pigeons in the park."

The upshot of all seems to be that there's no real danger as long as you're not mega-addicted about it. Yeah. Press the joystick!



CABBAGES AND KINGS

Having saved itself from impending bankruptcy, disaster and Emlyn Hughes' Audiogenic is now a prolific software house again. It is now a one-man operation as opposed to a three-man when Supersoft stepped in. That man is Peter Carter. He told *TC* that the company is starting a new policy:

"We're aiming to produce games that don't alienate anybody. No matter who you are, young or old, male or female, we want you to be able to associate with and play our games. We've scrapped several projects in the past because they haven't worked out as we'd hoped. If we don't think a game's good then how can anyone else?"

It is looking at producing games which have gammonry, yet fun and not over-complex. The first of these is Emlyn Hughes' Accade Quiz which simulates a pub quiz game, right down to the payout sequences. Personally I feel that in the pub it's usually a bunch of half-drunk blokes who bellow loudly at each other that play these things. So how are Granvilles and little sisters going to find it? Time will tell.

Also still under development is the Lone Wolf licence. This is about as new as sliced bread, but the game will eventually appear. Don't hold your breath though!

AUDIOGENIC: A POTTED HISTORY

Audiogenic in its current form has been operating since 1983. However, its roots are really for further back than that. Digging around in ancestry revealed a few creepy-crawlies. Are you sitting comfortably? Too bad:

1978: Supersoft is born. In those days it was as close as a cross between a spider and a screen ton weight. By now Audiogenic was operating as a duplication company.

1979: Audiogenic began duplicating computer software. Supersoft was well, being Supersoft.

1980: Audiogenic decided to distribute American software. This brings it to the conclusion that software is a good thing to be in.

1983: It released Spiders of Mars. Wow, someone get the bug spray...

1985: Grandmaster Chess was Audiogenic's masterpiece this year. It beat all comers out of sight in an early computer chess competition. Supersoft became a full time concern instead of an Antic Attack company.

1986: Despite rumours of financial trouble, Audiogenic released Graham Good's Test Cricket, which was one of the best cricket games in computing history. Also came Alice in Videoland, an early attempt at a Cinemaware style game. Audiogenic went to court over problems regarding Koala Pad distribution.

1988: Audiogenic started its lean to the sunburst about to bankruptcy. It gets bought out by Supersoft and the new Audiogenic is born, becoming more or less a BBC/Electron company.

1989: Audiogenic releases that the 16-bit market looks promising. So it releases Impact, and sells tonnes of

Audiogenic

"Our house, in the middle of our street! Our house, is our castle and our home!"



copies on the 16-bit machines alone. Course on achievement there. Development began on a new project involving an unknown called Emlyn Hughes.

1988: Hitler Shutter was released. Not so successful. Bit Soccers continued.

1989: Emlyn was unleashed on an unsuspecting world. It's phenomenally successful, and gets converted across all formats.



PERSONALITY PROFILE

Name: Peter Colver
Position: Managing Director
Date of Birth: A long time ago
Car(s) owned: Toyota MR2
Computer(s) owned: C128
Favourite Computer: Commodore 64
Favourite Computer Game: Spiders of Mars
Favourite Food: Liver and Bacon
Favourite Footy Team: West Ham Utd
Favourite Record: Heard it through the Grapevine - Marvin Gaye



a. Dashing neatly built Peter Colver

Favourite Film: Helzapoppin
Favourite Book: The Leadership Secrets of Atilla the Hun
Favourite Name of Clothing: A picasso/docklands style me

Favourite Type of Film: Shock
Favourite Computer Mag: Called 'TC'. "Never heard of it"
Likes: Real Ale, Toll Women, 60's Music, Honest People, Addictive Games (They'll be pleased)
Dislikes: Unimaginative People, Bad Actors, People who break promises, Most Humorous/Entertaining Moment in your life: "When my accent was ridiculed in a rather posh school"

PERSONALITY PROFILE

Name: Beverly Gardner
Position: PR & Marketing Executive
Date of Birth: 11/09/64
Car(s) Owned: Renault 5 called 'Jeremy'
Computer(s) Owned: Apple II
Favourite Computer: Apple II
Favourite Game: Simon Impact
Favourite Food: Ready Meals
Favourite Foxy Team: Northampton Town, the 'Cobblers'
Favourite Record: Jones - The Cure
Favourite Film: Back To The Future
Favourite Book: Jane Eyre
Favourite Item of Clothing: Pink Pyjamas
Favourite Type of Fish: Tuna
Favourite Computer Mag Called "TC", "Can I have a front cover?"
Likes: Sleeping, Talking to Journeys, Tom Cruise, Madonna, Tall Men, Being Different.
Dislikes: Press Cutting, Getting Up Early, Crash, Mayor, Bros, Conforming
Most Humorous/Embarrassing Moment in Your Life: "Rolling down the aisle in the same pub on two different nights, BEFORE I've had a drink!"

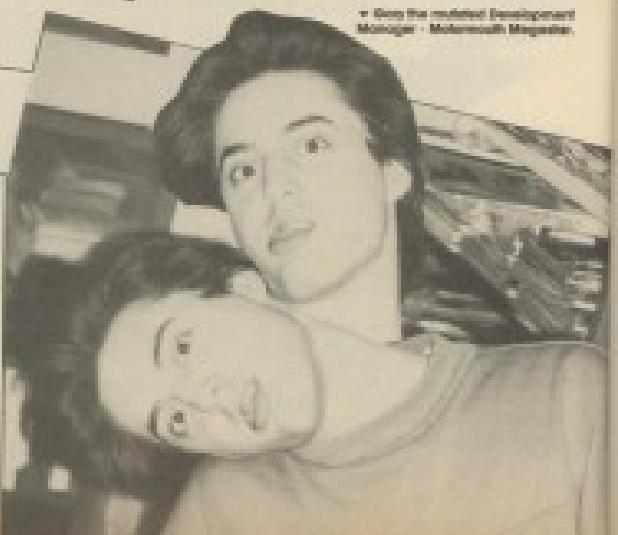
PERSONALITY PROFILE

Name: Gary Sheppard
Position: Development Manager
Date of Birth: 25/3/66
Car(s) Owned: Triumph Spitfire, Fiat 1270, Ford Sierra
Computer(s) Owned: Apple Mac, Apple II, 386, 286 UK101
Favourite Computer: Apple Mac
Favourite Computer Game: Frost and Strangler II
Favourite Food: Pizza
Favourite Foxy Team: Folkestone Utd
Favourite Record: Rhapsody in Blue - Gershwin and I'm The King of the swingers - Jungle Book
Favourite Film: The Blues Brothers
Favourite Book: "Where's Spot?"
Favourite Item of Clothing: Sons and Daughters boxer shorts
Favourite Type of Fish: Cod, the Hotbit
Favourite Computer Mag Called "TC", "Yellow Condom"
Likes: Cos Cos, Women, Cos, Comedy: Jose Lawrence, Black (the colour)
Dislike: Rockin, Religious Cunt, Apresfield, American English
Most Humorous/Embarrassing Moment In Your Life: "Tipping a bowl of custard over myself to see the nimbus on the bottom"



A. Beautiful Beverly Gardner reading some TC today.

Audiogenic



B. Gary the risultado Development Manager - Motormonth Magazine



DELIVERED TO YOUR DOOR FREE!*



That's right, if you take out a year's subscription to YC we will make sure that it is delivered to your door each month at no extra charge*.

Just fill in the coupon below and send it to the address given with a cheque, money order or credit card instructions to cover the cost of the subscription. We'll do the rest.

* One-year subscription rates include postage.

U.K.	£23.40
EUROPE	£31.00
MIDDLE EAST	£31.50
PACIFIC	£34.20
REST OF THE WORLD	£39.30
or USA	£39.00

Airmail Extra on Request.

Please commence my subscription to YC with the issue I enclose my cheque/money order for £ _____ made payable

to ARGUS SPECIALIST PUBLICATIONS

Or Detach my Address/Visa Number:

Valid from: _____ To: _____ Signature: _____

Name: _____ Address: _____ Postcode: _____

New Subscriber Subscription renewal/extension (check as applicable)

Send this form with
your remittance to:
SELECT
SUBSCRIPTIONS,
3 River Park Estate,
Bilby Lane,
MERRHAMPTON,
Herts, HP4 1HL,
United Kingdom.



HACKATAK

WITH KIRK RUTTER



Stuck on the latest games? Well you've turned to the right column. This month we have a Ghosts 'n' Ghouls map, plus tips. Every sector coin, door and room revealed in Super Wonderboy and, well see for yourself.

GHOULS 'N' GHOSTS

(U.S. Gold)

LEVEL 1

The third chest (C3) on the map is a magic chest and will only appear if you climb the ladder just to the left, then jump from the edge of the ledge (to the right) so as you can ignore all the chests marked 'C' or you'll have to duck down for a while. The windspouts can be killed when they stop spinning. The sixth cheer will appear when you jump onto the next ledge. The best weapon to kill the bone-keeper is the blue firebomb.

LEVEL 2

The best weapon for this level is the flying saucer. Don't bother about



crossing the bridges as you'll only land on the slug when it breaks, much better just running down the slope and jumping the slug. The Snake's venom balls seem to have no effect on the Lizardlizard(s).

LEVEL 3

Level three is easy! Just watch out for the knights or the star, blow 'em before they can move. Openings appear to the left of the screen, ride them as soon as possible to avoid the puffo fish. The end of level monster can only be killed if shot in its eye, use the blue firebomb. Only

half of level three is mapped, you'll see why when you get there.

LEVEL 4

The problem in this level is getting down the pipes. To stop stopping pull the joystick diagonally down (right) and don't let the hand take you by surprise, also watch out for snakes. The end guardian is easy to kill. He has five hearts, just stand over a heart and when it starts to beat pop it. Do this quickly or maggots start to appear.

Level 5

The only real problems on this level are the Tor Cats. The best way to kill the first one is to use the blue Firebomb special weapon, if you don't have it let Lizardlizard touch a snake, he will loose his armour but will gain a few seconds of invincibility. Use this to get past the cat. The second cat is slightly easier, while standing on a ledge just beat his tail, this will just the same.

Game key:

W = walk

S = jump

C = Grapple

CA = Magic chest

C = Blue/green chest

SP = Special power

V = Vulture

BG = BoneCaveG. skull

SL = StarL

P = Puffo fish

S = Snakes

N = NND

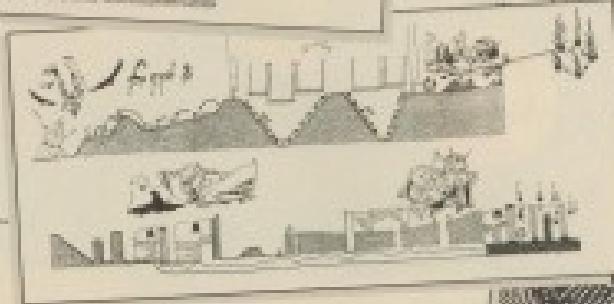
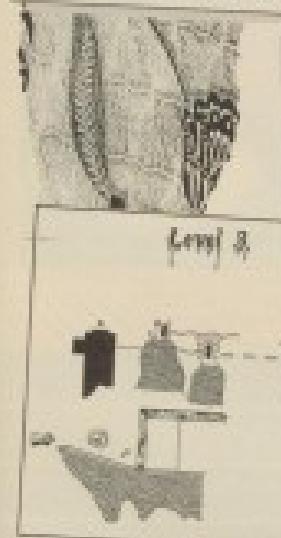
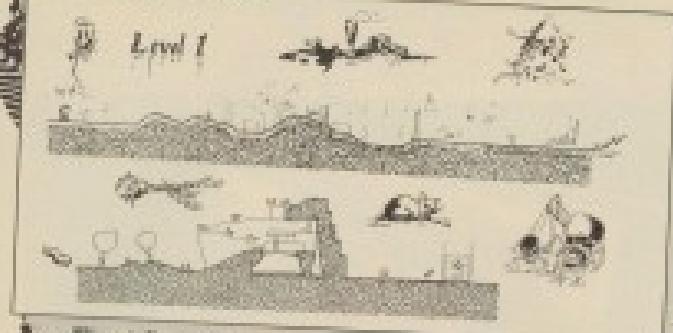
MA = MAGGOTS

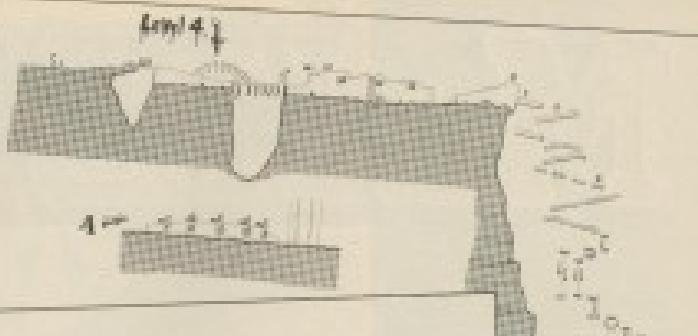
FC = FAT CAT

F = FIREBALL

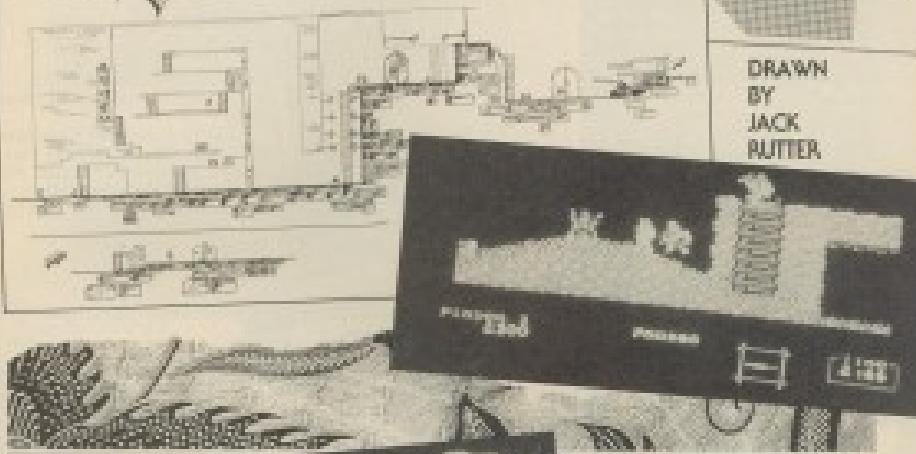
P = Pig







Level 5



DRAWN
BY
JACK
PUTTER



GH^OSTBUSTERS II

The instructions don't help much, perhaps these quick tips will?

Level 2 - Don't worry about wasting bullets, there's plenty of slime about. When the ghoul appears, shoot all but one and send the New Yorker to collect the slime, bring them back

to the source of liberty straight away. Time is of the essence so shoot large ghosts as quickly as you can, curfew is here!

Level 3 - Select the plasma-gun and charge at Jonsou, fire the road. Don't worry about keeping the distance between you as time is so short. Every time he hits Jonsou, he will freeze, use that to your advantage and line yourself up with

him (using all the time). Once Jonsou has hit the dust, Vigo the Corporation will step out of the painting. He must be killed with the photon laser gun (apply the same methods used to destroy Jonsou) but watch out for Vigo's electric vision. Rescue Oscar and watch the end game screen, nuff said.

GEMINI WING

Having trouble getting to the higher levels? Press P on the title screen then enter one of the following passwords:

Level 2 - MR. SWAPPEY
Level 3 - CLASSICS
Level 4 - WHIZBIRD
Level 5 - GUNSHOTS
Level 6 - DOODGUY2
Level 7 - O. GIBSON

Mr HELI

MR. HELI

Troubled souls wishing to get further in this coverage shoot'em up should enter these passwords:

Level 2 - CAAHIBAAHNUXOPOT
Level 3 - DAADOFWAHULUDROW



CABAL

Ocean

Yes, I know we looked at this last issue. This issue however, we have a puzzle.

Load the game, reset it and type POKER 9905, 103. Press RETURN, then type 313 2097 in RETURN again, this will give infinite lives. Next month we'll show you how to reset your 64 with a paper clip (but that's dangerous). Yes do it - but!



WONDER BOY! RULE'S OK

WONDERBOY

Activation

LEVEL 1

Enter the first door to get the sword. Jump onto the 4th then jump left onto the cabin roof. Now jump up to receive extra gold. For bonus time, drop just left of the fence.

LEVEL 2

The first door you come to is a shop selling boots, ignore it. The second door is a bar, walk past it. The third door is a shield shop (shay that again!) enter here and buy a light shield. Run and jump off the ledge to reveal a bag of gold. Enter the forth door and buy bombs.

LEVEL 2.1

Jump from the top step for extra gold. Go right until you come to a lava pit. Jump up to the next platform on the right. Continue up to the screen, but the splicer to knock down the wall and hidden door will open. Inside an old lady gives you a key to believe. Carry on walking right and you will come to another door, jump onto the cabin roof and move to the far left, jump up a few times for extra

gold, go down and enter the door. Use your bombs on the Vampire Lord. Keep going right to exit.

LEVEL 3.1

Go right jumping on the platforms, from the forth platform jump right onto the gap and enter the first door, buy leather boots. The second door sells nuts. On your way out jump on the flat step for extra gold.

LEVEL 3

Difficult easy this level, keep going left and jump on the flat step for extra gold!

LEVEL 3.1

Go left, climb the ladder. The first door you see is a bar, go right and up the two ladders. Jump left and buy fireballs. For extra gold jump onto the platform on the right of the wall. Now right and jump on the ceiling. When you reach the top, drop to the floor and you will see the hourglass to complete. There's another ladder down this level, wait until "Ghosts" appears, then knock on the wall.

LEVEL 3.2

Too easy for words.

LEVEL 4

Jump off the second Pine Tree for extra gold. Carry on left.

LEVEL 4.1

This is the coastal town that the old lady told you about. The first door is the armour shop, the second door sells cures. Enter the third door and buy a cocktail. Climb up the ladder to the left and kill the monster. The door above the ladder sells shields, next to this is a window. Knock on the window and an old lady will take the letter and give you a flute. Go left and fall into the sea. Jump onto the island and carry on walking left. Fall off the cliff again and kill the bouncing monster. Keep going left to enter a secret room. Jump left and enter the door, buy lightning, then go right to exit! Once back on dry land walk left and enter the first door. This is the dragon's lair, line yourself up with the red jewel, the dragon can't hurt you here. Get the key and exit left.

LEVEL 5

Walk left, ignore the first door, it's a bar. Climb the steps and jump down the stairs of the wall.

LEVEL 5.1

Make your way right, killing snow monsters and bats, and after a while "OH!" will appear on the screen. Making sure you have not stepped off the ledge, knock on the wall. You now have to face Gigan Kong, kill him and the power-sword is yours. Go right until you come to a door, jump onto the cabin roof, line yourself up with the door and jump. Jump down and enter the door and buy the cheap armour. Go right to exit.

LEVEL 5.2

The first door is a bar, walk right until you fall into a hole. Kill all the bats, so the last 1 until you get to the end and knock on the platforms. Walk down ground section, continue right, stop at the large rocks, line yourself up with it and jump for extra gold, keep going right to exit.

LEVEL 6

Easy level this. Just keep going right ignoring the Deaths. Oh, try not to fall as the ground is covered with spikes.

LEVEL 7.3

Go left until you come to the Red Knight, kill him and drop off the ledge. Jump onto the floating platform and when it reaches its highest peak, hit the switchbox. Go left, kill the fireball, jump onto the fire step and then jump up to reveal a heart, grab it and carry on left.

LEVEL 7.5

Look where we started go left, enter the first door, kill the red knight and carry on going left to exit the level.

LEVEL 8

Move your way right using the platforms. The first door is a shadow trap, carry on right, the second door is a bar, enter and buy a sword. Enter the third door I above the second door and buy lightness. Carry on going right, enter the last door.

LEVEL 8.1

This is quite a tricky level, just make your way downwards (keeping to the right) but beware the lava pit on the very bottom.

LEVEL 8.2

Go right (try using the clouds to avoid monsters) until you come to a door. Enter the door, kill the demon (he's easy!) and exit to the right.

LEVEL 9

Easy, just keep going left.

LEVEL 9.1

This is the same as level 8 with a few extra monsters, enter the last door, kill Snow Kong and exit left.

LEVEL 10

Go right, enter the first door and buy a sword. Kill the two plants above the door, line yourself up with the door and wait (about 2 seconds) to receive extra gold. Go right and fall into the sea, walk right until you fall into a hole. Jump to the left and enter the door, buy what you need.

LEVEL 8.1

Go right, jump the gap, carry on right and jump the gap. Kill the green snake and enter the door, buy antidote and health (not off the legend). Ignored the switch, jump the gap, don't forget to turn right. Keep going until you see a secret, knock on the wall, buy the shadow blade. Go right and then down the gap. Jump the gap to the right and open 'Chest' will appear. Knock on the wall, sell/buy or collect. Jump the gap to get late with the final fall of the staircase. Walk right until you come to some platforms, jump up and enter the far door. This is hard to tell the ugly mutant dog is keeping him in the corner and suddenly the hell out of here, you should will protect you. Turn the last page, enter the second door to leave this level.

LEVEL 7

Judge the fistbox (it's a book), right condenser, left condenser, buy the medical medicine. You already have medicine, enter the second door. Enter the third door and buy a sword. Go right, the fourth door sells cure. The fifth door, if the gold collected (see, gather them for gold to buy the medicine). Enter the sixth door and a bad dragon will tell you to go west. Keep going left until you come to a floating platform, jump onto it. The platform has a sword, it's mine! and you can now attack the clouds. Make your way right using the clouds as platforms. Each cloud yields a bag of gold which should appear as you jump on it, if nothing happens, try walking about. The last cloud has five bags of gold. When you can go right, remember take a running jump down.

LEVEL 7.1

Go right, ignoring the first door, until you come to a very tall ladder. Climb the ladder and wonderboy will play the flute, you can now enter the door to the right.

and go right. On the third step just before the east, jump and you'll be rewarded with some gold.

LEVEL 10.1

This is the same as level 8.1 with added names. Go right until you come to a lava pit, jump over this using the platforms. When you come to the second lava pit just fall off the ledge (do not jump) to enter a secret room, which is the same as level 8.1.

LEVEL 10.2

Go right, enter the first door and buy a sword. Go right and enter the second door, kill the Knight Armour. Kill the Red Knight and carry on going right. Enter the third door and the nasty door level 8.1 makes a cameo appearance. Kill him using the same methods as before. Ignore the forth door and enter the fifth to exit.

LEVEL 11

Getting very close now, perhaps you can manage the level alone. One quick tip though, the dragon's floor is paved with gold.

LEVEL 11.1

This is it more. There is only one door on this level and we all know what's behind that. You don't stand much of a chance against the Helios dragon unless you have power weapons like bombs, lightning or daggers. Kill the dragon and watch the rather disappointing end-of-game screen.

That's it for this month people. Look out each month, if you can suggestions for (many) recent games, even send them in to me.

Katya Bobby

TC

Angus House
Boundary Way,
Hemel Hempstead
HP2 7ST

BUGGY BOY



Alan Hamman grooves with his gearbox and twiddles his knobs.

If you've shone the world that you are the next Ayrton Senna by breaking the all-time high score on the latest version of Outrun - so what? For most of us, the expense of real motor racing is a hurdle far too high no climbs, and our illusions of becoming a Champion fall onto the video screen, but is that where they should go?

Radio Control Model Car Racing is one of the UK's fastest growing hobbies, and with companies like Tamiya producing easy-to-build, relatively cheap models capable of scale speeds of up to 400mph it's easy to see why.

WHAT'S IT ALL ABOUT

By far the most popular form of R/C car racing is 1/10th off-road. These cars come in either two or four-wheel drive and are powered by an 1.2 volt rechargeable battery, driving electric motors. The car has sophisticated suspension including oil-filled dampers and adjustable springing. The cars are capable of speeds of up to 40mph - over 400mph scale speed!

Most of these 'off-road' buggies come in brief parts. The car needs to be assembled, a radio control system purchased and installed and you're away off! On a national level there's approximately 300 clubs in the UK which regularly hold race-meetings. Tuesdays. The tracks usually consist of a mixture of surfaces including dirt, tarmac and grass and usually include jumps, ramps and obstacles.

Although a healthy amount of racing takes place, by far the most pleasure is gained from the 4 million non-racing car owners, from the figure below to see that most 'racing' is carried out in the back garden or down the local park!



HOW FAR CAN YOU GO?

By no means does it end there, R/C car racing is big business. Both World and European Championships are held annually, capturing the attendance of the major manufacturers along with their full time paid drivers.

The sport has World, European and British governing bodies which sanction rules and meetings, and with rewards making R/C car racing more popular.

WHERE TO START

Well, now you're interested there's various ways to start out. The British Radio Car Association looks after the sport here in the UK - and they can give you local club names, rules and dates of meetings.

Of course the best way to find out about the sport is to buy a magazine! Radio Control Model Cars Magazine focuses the latest releases as well as lots of useful hints and tips for beginners and is published, as a YC, by ASR in Hemel Hempstead.

YOUR FIRST CAR

Whenever you start out you're bound to have a lot of fun. Tomixyo and Kyosho are the two major manufacturers and they produce a whole range of cars from ready built, ready to go models from £100 right up to sophisticated racing machines for as much as £1000. The best advice is to go to your local model shop - have a look at what's in your price range and even pop along to your local club. Watch out though - R/C car racing is addictive and can seriously damage your wallet!



Useful Addresses:

BRCA (British Radio Control Car Association)
Alan Horrison
Argus House
Boundary Way
Hemel Hempstead
Herts HP2 7SE

Radio Control Model Cars Magazine
Argus House
Boundary Way
Hemel Hempstead
Herts HP2 7SE

Richard Khorstoms Ltd (Tomixyo Importers)
10-15a Old High St
Hemel Hempstead
Herts
0442 61731

FLAME HEAD

BY RIK HENKELSON
WITH THANKS TO
AUDIOGENIC

WHITE RABBIT

I'M
BLOODY
LATE, ME!

MENORAH

THE AMAZING
GURU OF
TRIVIA

OH, I HADN'T
NOTICE THIS TILL



THAT'S PAINFUL



WHAT'S THAT?





I SERIOUSLY
WONDER ABOUT
THE MORALS OF
THIS STRIP - FH

LAST PICTURE
COMES FROM

NEXT:
ER... WHAT
HAPPENED
NEXT?

WHAT B.M.D CAN
SHOW BUT CAN
FLY IN

OKAY THEN!
WHAT'S IT ALL
ABOUT, ER?
WHAT'S IT ALL
ABOUT? WHY
ARE WE HERE?
WHAT'S THE
MEANING OF
OUR FUNKY
POLITICS?

A PENGUIN!!!

SUGAR, THIS,
I'M OFF TO
SKIN THAT
RABBIT!

GO LAD... GO
WITH ME, SLOW
DOWN, SLOW
DOWN, SLOW
DOWN!

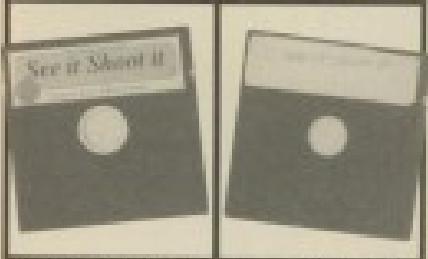
卷之三

Delta Pi Software Ltd



(Illustrations omitted; see page 100 for details.)

WARNING



**THIS DISK WILL
GIVE YOU
HOURS OF
FUN**

**THIS DISK
COULD GIVE
YOU 6 MONTHS
IN PRISON**

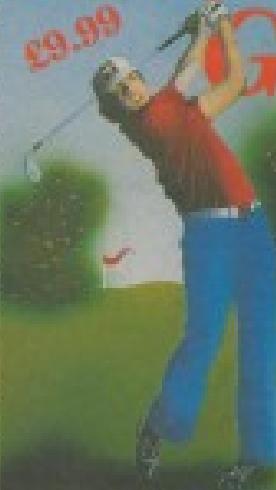
If you Pirate Software you are
a thief. Thieves will
be prosecuted.



REACH
STREET

YOUR BOY IS PITCHED INTO THE INTERNATIONAL GOLFING CIRCUIT WITH JUST ONE AMBITION, TO BE THE WORLD'S NO. 1. NOW IT'S UP TO YOU.

Championship Golf



1996-1997 學年上學期
數學科題

THE NEW
SLAVERY GAME



WISCONSIN GOLF SCHOOL COACH	100	0	0	0
THE NATIONAL GRAND PRIX	100	0	0	0
WISCONSIN MANAGEMENT COUNCIL	100	0	0	0
COUNTY CHAMPIONSHIP SCHOOL CULTURE	100	0	0	0
WISCONSIN STATE FOOTBALL COACHES	100	0	0	0
WISCONSIN STATE FOOTBALL COACHES	100	0	0	0
WISCONSIN STATE FOOTBALL COACHES	100	0	0	0

SPECTRUM 400-10 SPECTRUM 1000-10 ANALYTRO CPC 100-10 ANALYTRO
1000-10 1000-10 1000-10 1000-10 1000-10 1000-10

Overall PVO, means not to DASH-Gamma plus a large I.A.E. with a 10% margin deducted. Please note clearly which games or injuries plus fatigue and how much punishment. After each you will have to calculate the recovery time of any injuries. Otherwise remove please include 10-15% for postures and parking.



DEPT MC 114 CLIFTON ROAD
SHEFFORD, BEDFORDSHIRE
SG17 5AN

晋·顾恺之·洛神赋图



NEON ZONE



A: The AT&T show - London

Here we are back in the Neon Zone after a fairly disappointing AT&T Show. This is supposed to be the main trade show of the year in the UK, but to be honest, it was pretty looking this time around.

The shock-em-up brigade seem to be into sequels right now - R-Type II made an appearance and although there's no question that it's a well-crafted piece of code, it's unlikely to fire anyone up that much.

In the some horizontally scrolling action with a big bad monster at the end of each level, loads of power-ups, etc, etc. For the first few goes, as you very soon get these astonishing powerful weapons, it's quite a lot - and quite a technical achievement too, with all those sprites flying around - but... well, I guess we've seen this all before, yeah...

Anyone game for... wait for it... Gradius III? You funists, you thought it was all over with Vulcan Venture (which other oil-wreck half-bad) but now those little linkers down at Konami have decided that enough certainly isn't enough.

Now I thought that Vulcan Venture probably went a little bit over the top when it came to user friendliness. With Gradius III, the programmers are simply crawling to the punches.

You can select your sequence of power-ups from a choice of five... or you can edit these sequences and create your own Ammmmm. Goons without saying that you can select your shield type independently of all this... and when you've finished, and got up on the high score-table, not only do you put in your name, but your sex, and star sign.

The game? You want to know

about the game? It's fine. Everything you'd expect from a room of coders and graphic artists that have been refining the particular genre for about three years now.

Sixty, very playable - but nothing new that we've not seen before. Power-ups, yes! Big things, at the end of the level, yes! Is this beginning to sound formula? 1955?

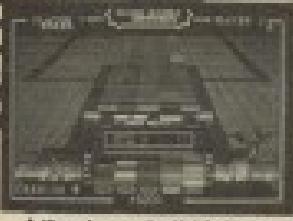
Still, at least Konami have given us one decent original game this year - Block Hole. Maybe they've done their quota of original stuff and are going to stick to their job for the rest of 1990. I predict we can expect to see S.P.Y. II previewed somewhere very soon.

Acid Games, now. They were

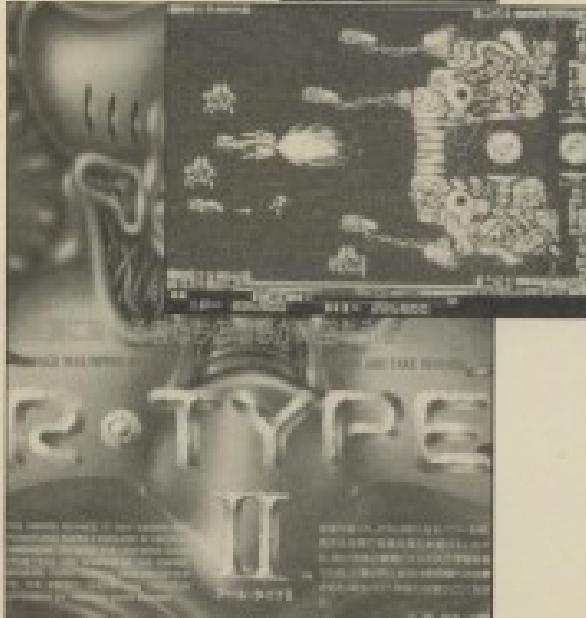
showing an interesting new puzzle game of theirs called Klax. Expect a full review of that next issue, but I can tell you that it looks interesting.

Something that did catch the eye was a new game from them called Badlands. What we are actually talking about, however, is Sprint II. Far more was Sprint - The Black and White plane racing game. Then Sprint II, the two-player version. I think I can remember a four-player stand-around version as well. Then came the familiar Super Sprint - three player and in colour, then Championship Sprint - Two player with extra tracks. Now Badlands. And what do you do with Badlands. You shoot, that's what!

Best Buys



Killa - A game about birds, how original



We are talking Super Sprint with guns - and I have to admit, I love it! Maybe I've been crazed by all those hours waiting in traffic jams, but the thought of blowing away a car in front of me, makes me smile in an extremely manic fashion. OK, so I'm sick. Again. A full review of that when we can get decent playing time on the unit.

Trusion - now there was a game for real men, with a difficulty curve that zoomed away into infinity after about third level. And what was its best feature? The power-up that gave you those windscreen-wipers of death - lightning beams that sliced across the whole of the screen trying anything in their path. Not surprisingly, they've made it to Tropican's latest game too, *Fire Shock*.

Yes, this is a conventional vertical scrollie, one or two player shooter, but it has that playability that Tropican games are getting a reputation for.

Date last one not well known for this sort of game - so why we might well ask ourselves, have they had to have a go with Vapour Trail. The concept only the demented know - it's vertically scrolling, it's got C64 graphics, you can choose one of three types of aircraft to fly and you fall asleep while playing it.

No, for me, the best thing of the show was from Taito - *World Grand Prix - Real Race Racer*. This is a motor-bike game which has on over the handlebars view of the action. The need difference is you notice it when you go around a corner - when the wheel of the motorcycle hits - just as in real life. A difficult technical test that has been accomplished with great skill - and it makes a real difference to the playability of the thing... plus the little fans that blow air into your face in order to simulate the var speed of your bike (I don't think).

It's not finished yet, but I expect it to do very well indeed when it released later in the year.

Lastly - the two new movie tie-downs from Sega and SHK (*Line of Fire* and *Beechburner*) seem to be finished now. Sega's effort is all scroll and no action, SHK's is a cross between *Alien Mechanoid Attack* and the shock horror graphics of *Splitterhouse*. Should do well - and we'll be taking an in-depth look at them next month.

Until then, give those others hell, won't you. And don't press both flippers at once. John Cook

CENTRAL 64

Here you're faced by the prospect of finding one kind of consumer good. It's best to look inward. Not the Buddha instead of the inward that Samuel Beckett implied to Beile-

Whitelock when she was stumped in the middle of one of Beckett's rehearsals. "Look inside," he told her.

Look inside what? The ledge? the bead bin? The cushion? Maybe the

cushion because he likes, or used to like, having those around.

But for "inwardly" you can put "centrally" and you're almost always able to find whatever you want. A Indigo? A Bezel! bin? A sex shop? A C64?

If you're living in a small farmhouse on the edge of a small Suffolk village or walking the Heatondon Ferry lines then you'll know the meaning of isolation. You won't have a bevy of red stocking-wearing women hovering until the early hours on a floodlit slope on the village green. You won't be able to get hold of a t.v. or a computer by walking through your back door and nipping over the garden fence.

You might be lucky but if you want a hooker or you want a one-night stand or you want a C64 then you're going to go a distance or 2 to get what you want.

Toho has the reputation for hooking but those in the know think it's moving out, moving to dispensable places like Kings Cross. It makes good sense. Victoria, Kings Cross, Euston where the communities are, and there are cheaper hotels. The dispersed cases.

At the computer end of things then Totonham Court Road is the





centres for brand new (all kinds of brands) computers.

'While the Amiga is the happening machine this year, and the C64 are going to have an extreme range of releases in the New Year. But for new add-ons, it's dead as the dodo time. A cute button for opening the disc tray but for the hardened gamers the C64's going to get less and less stuff as the years go.'

'Whereas the C64 doesn't suffer from visual like off computers and all "glossily" advertised other things, they've become symbols of rock and compatibility - a flower, or an apple, on its own has the quality of independence - especially when it's in the ground or on the tree growing in the ground.'

'Group them together, treat them, and you've a marketable, desirable and compatible product.'

'Computers and Computer Software have become that type of product though. Illegal copying, hype, trying for licences, reproduction, and the presence of pornographic magazines. It's all there in the great Computer Shopper Show.'

for those who want to make money and those who think they want to buy the goods. What alternative is there? The games are there so you have to play them. The people are there, the programming's possible, so give it a go.'

'Where the outward spending from a Centre Point comes in is when somebody, Limited Company I, can see that a Bobo Bobo kind of guy will play that Bobo Bobo kind of game... And it's only guys that play Bobo Bobo games because the PR company employed by somebody, now called Limited Company Bobo Bobo, has targeted that group.'

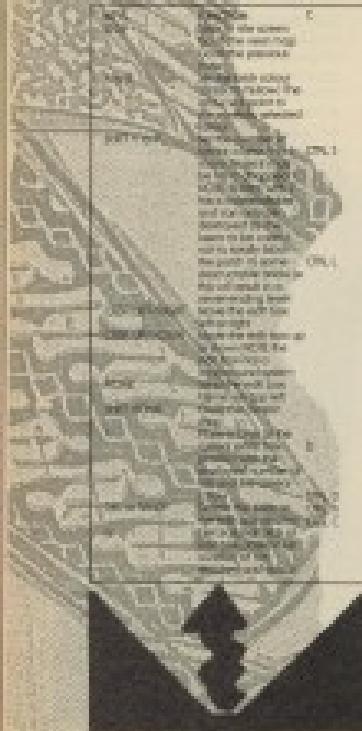
'The movement is continuous, it might even reach gigs until it's thwarted by the next economic trend, the next bop 'n' gurgle. Paying more money and more money, your smoking words will be markedly different from what you started with. You'll have been sold about greatness and sold a lower one. If you believe them you'll buy an Amiga next because the C64's not up to it. But if the Amiga one more time, see the Bobo Bobo game disappear. When it does back up again, your cassette might have changed a bit or two but the game'll be exactly the same. C64's about selling you the same thing day in day out. Consumers, through leaving the real store, goes to get lower, hitting the fair ones, get lower.'



On The Tape •

BLASTBALL

While I'm not the kind of person who likes to look at her age, I do feel that my 50th birthday was a turning point. At 50, you come to realize that you're not invincible, you're not immortal, you're not invulnerable. You're not invincible, you're not immortal, you're not invulnerable. You're not invincible, you're not immortal, you're not invulnerable.



suck you into its lower cargo deck. Your one chance of freedom is to blast through the cargo containers on each of the 36 cargo bays.

You can connect only
with your defining hole
which has the information

Habit of absorbing energy
and getting better on other
things. You only have a few
things you don't like about

To make your task even harder, potters often try everything they can to get in your way. Fortunately, the methods

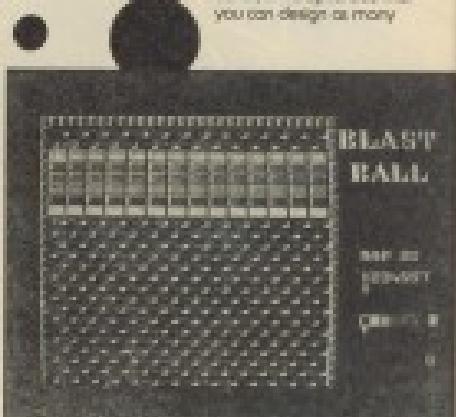
No cold-weather
features. Since your bag
underneath the jeans as
they didn't need.

- 3 - Slow down, defensives tools
 - 4 - Catch and hold
 - 5 - Paralyzing tools
 - 6 - Escape tools
 - 7 - Freeing tools

Mac Edition

Using GPS on the line
will help you solve puzzles
and lead you to the map.

Here you can design your own of bricks for each level, return to the tile screen and play your own designs. The editor also has LCD/TV/FW options so that you can select as many



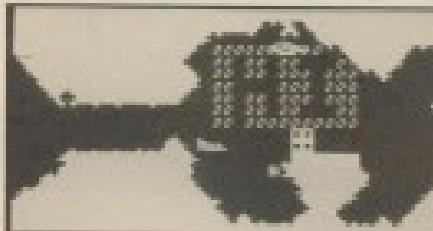
of the cargo container block down and may be of some use to us.

Some other

To play the game plug your joystick into Port 2 and press RIM to get ready and again to enter the cargo bay. The ship can only be moved left and right across the bottom of the screen and the shapes travel.

maps as you like and save them off to do more later. This also allows you to swap your designs with your friends and create a new game every time! The only real limitation of the map editor is your own imagination, and you can make the maps as hard or as easy as you wish. Below is a list of all the functions of the map editor; it is advisable to clear all map definitions before starting to design.

CELLATOR



This year is 2090. Uranium is running short, but is needed for fuel in power generators to produce oxygen.

The only place where this can be found is in the caves below the Earth, the labyrinth of caves are closely protected by alien life forms.

You are the chosen one, who has the task of collecting Uranium from each cave as you pass through. This can be done by shooting at them and transporting them on to your ship 'Cellator'.

As you collect the Uranium it will be regenerated on your beam's bullet. Beware of the cave walls, the enemy have sensitised them, touching them will severely

damage your power shield.

No map has ever been produced revealing the way through the caves. The aliens have invisible beams which constantly change directions to confuse the intruder.

If you succeed in penetrating the caves you will find the enemy headquarters. This you must destroy.

Good luck with the mission (you will need it) and take care of your ship Cellator.

A loop of paper has been found from a previous mission, on it is scrawled this note: The Uranium capsules need to be shot at different distances from your ship. This also applies to the Gas clouds, and...

3 INTO 1 PLUS

The vast majority of computer programmers probably have a diverse range of graphic sets. These may include screen editors, character editors or sprite editors. The only problem is that none of them can carry all the functions that the programmer requires. Obviously, the only way around this is to use a number of programs to produce one finished product.

For example, if you were writing a game you would use a character editor to produce user-defined characters. You would then use these to produce the actual background for the game. A sprite editor would be used to produce the sprites. Wouldn't it be easier if it could be done with one program which encompassed all the functions you will ever need? Hence the birth of the 3-IN-1 EDITOR.

3-IN-1 consists of a sprite editor that has provision for multicolour and hires sprites. Sprites can be animated, copied, positioned on top of each other etc. Within the program there is also a combined character and background editor. What makes this part of the program so special is that you are not limited to designing just single screens but it is possible to define screens that take up to 30% of the computer's memory.

The editing screens act as a small window that can be moved over a much larger area. Until now most scrolling screens were designed as individual pictures and 'tack' one next to the other or a later date.

The 3-IN-1 EDITOR has already aroused much interest in programming circles and many programmers are using it to help them design games. The complete editor program is on the tape so that it is available to anyone who is interested in graphics.

Using the Program

Once you have loaded the program and started it running, over 315-515000 you will be presented with the editor's main menu which offers the following options:

- 1) SPRITE EDITOR
- 2) CHAR/SCREEN EDITOR
- 3) DBK COMMANDS
- 4) DIR
- 5) DBK REPORT
- 6) SAVE EDITOR
- 7) LOAD

Pressing the corresponding key will call up the specified function. Options 1 and 2 call up the sprite editor and the character/background editor respectively. These will be explained in their own sections later on.

Option 3 allows you to send the standard da



SPORTS, Hobbies, and Recreational Activities

卷之二

四

10

三

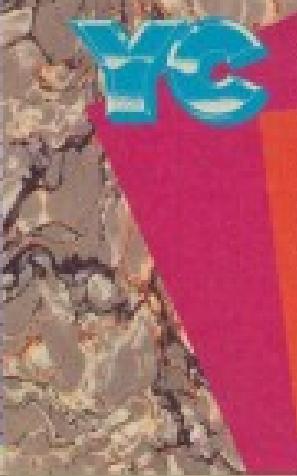


卷之三

FEB 1990

三

三





ACTION MURK, CHALICE, 10 SHEAR OIL, SANTUOS

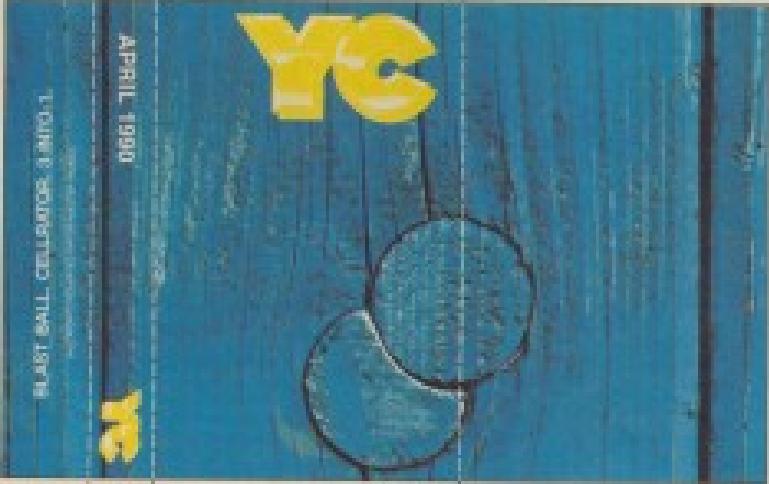
HOLD

MARCH 1990

HOLD

HOLD

HOLD



BUSTY BALL, CECIL SOURCE: 3-24970-1

CLOSE

APRIL 1990

CLOSE

CLOSE



the other side of the river

卷之三

After a short time
he was called to the
ordination service. In which
he was ordained to the
priesthood. He became the
first priest of the church.

Chapter 8: Life after Recovery
includes a section on how to make the most of your recovery, as well as tips for staying healthy and avoiding relapse. It also includes a section on how to live a fulfilling life after recovery, including tips for finding new hobbies, interests, and passions.

and the
center of the
city. A
large
number
of
people
are
seen
in
the
streets.

On the morning
of the 20th, the
Cossacks
and the spectators
in the same order
met at the foot
of the hill, and
the crowd was
so great that
it was difficult
to get through.

Using the Estimator

卷之三

programmers work in an interleaved space in which writing reusable code is more efficient than long-declined, where the programs are designed to be portable among different operating systems. In addition, the reuse of code can be made easier by the use of standard interfaces.

Many of the topics can be considered from the cursor level and cursor in point two. Since the joystick only has one fine button it may need another device or two cursors. The M-100 is used to move the cursor and the scroll wheel to select the cursor. The scroll wheel is used to move the cursor up and down.

The only limitation is that the code for output can only be run on 32-bit OSes, and can't be changed from 32-bit to 64-bit (it's not possible to do so).

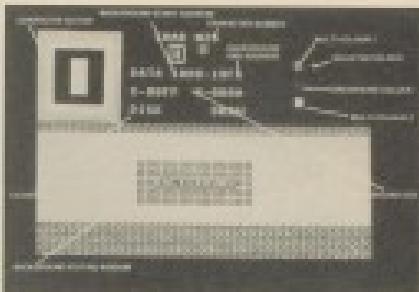
The Sonne Editor

The Royal Society of Medicine
is now publishing a new
monograph on the
management of AIDS
in children.

index if you can, and
check the spring numbers.
Then I suggest that you
keep the index on spring
numbers, and if you
have a copy of the book,
you can use it as a guide.

卷之三

The above can be
done by simply
selecting the
desired colour
from the palette
and then clicking
on the button.



• 電子書架

which combination of dots produce which colour. Simply press one to three to select the editing colour and, very presto!, draw dots with it.

Your sprites have to touch each other or even overlap them. This may not seem all that useful at first but it is possible to make each of these four sprites different. This means that you could define a large character of up to four sprites joining the sprites together at the bottom of the screen so that you can see what they look like. It is even possible to programme this section of

It's not really worth memorizing all of the available commands since they are all listed in Figure 2. However, a few functions do need further explanation.

At the bottom eight hand corners of the screen there are four sprites referred to as sprites zero to three. Note these are NOT the corner or spine numbered four-one just used as reference numbers for the four at the bottom of the screen. Usually these four positions hold the corner sprites as that which

being edited. It is possible to expand these options using the pull-down menus. To alter the way a chart or spine looks simply select the desired option from the menu followed by the corresponding option.

number (00)000.
Choosing POSITION
With the menu followed

By a number allows you to move that numbered sprite around the bottom of the screen. This means that you can position the four sprites next to each other or even overlap them. This may not seem all that useful or fun but it is possible to make each of these four sprites different. This means that you could define a large character of up to four sprites joined together at the bottom of the screen so that you can see what they look like. It is even possible to animate this section of the screen with the numbers option and the Q and W keys. Choosing NUMBER by 00 will cause each of the four sprites at the bottom of the screen to become the same as the one being edited. If, on the other hand after you enter a number greater than 00 you can set up animations.

SA0. Sprite 01 will will be the same as SA1. Sprite 02 will be the same as SA2 etc. If we now press the keys 'W' and 'Q' we can increment and decrement the sprite numbers of the bottom of the screen giving the appearance of animation. If we press 'W', Sprite 00 will become actual sprite 02,1. Sprite 01 will become actual sprite 04 etc. If we had entered 04 after a CDHMOVE, re-instruction then the sprites would have incremented by four every time you pressed the 'W' key, i.e. sprite 00 would become 04, Sprite 01 would become 08 etc.

I did say that this form of animation was complicated but if you try it then I'm sure that it will fall into place.

Just in case you have problems with this type of animation there is a simpler form. This is the ANIMATE instruction. The instruction will change all the sprites on the screen, including the large editing screen, in increments of one for a preset length. When you choose ANIMATE you will be prompted at the top of the screen for the first sprite in the sequence and the last, then the sprites will be displayed in order. Pressing 'F' and 'G' will speed up and slow down the speed of this animation.

The sprite that is in the editing window can be moved within the editing grid with the keys specified elsewhere in this article. If WRAP-ON is set what disappears off one edge of the editing grid will appear on the opposite edge. If WRAP-OFF is set then anything moved off the grid is lost.

Characters and Sprites

The option that may seem a little strange is the ability to turn characters into

sprites. The pull down menu option CHARS-TO-CHARS, is used to specify which character bank you want to look at. Should you want the normal Commodore characters, then enter 0000 or the prompt:

COPY CHAR\$ is used to position the desired characters in the sprite grid. When this option is selected a large square will change in the sprite editing grid. This can be moved within the grid using the cursor keys. Once you have the block where you want the characters to appear press RETURN. You will then be prompted for the character that you want to copy to the sprite. Try the using the character set of 0000 and you soon see what the option does. Use F10/ESC/RETURN to exit this COPY-CHAR\$ option.

All change

It is possible to change one multi colour to another, with the SWAP COLOUR option on the pull down menu. When selected this

now selects the second colour in the same way. When RETURN is pressed the two colours on the screen will swap over. DO NOT use this option when dealing with tiles, use the reverse option FCTRL-FU instead.

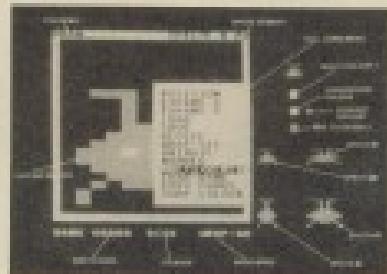
Character Screen Editor

Both of these editors are present on the same screen. The top half is the character editor while the bottom is a scrollable window. See if longer text...

Character
Information is present on the screen and it is worth studying the commented version in order to find out what everything is.

Again it is worth looking at some of the available commands. A more general summary of them all can be found in Figure 3.

As with the sprite editor, characters can be edited in either multi-colour or Hi-res mode, colour being chosen and changed as in the sprite editor.



= Party speller = games graphics of your imagination

option presents you with the three multicolours or the top of the screen. Move the arrow to the colour you want to swap and press return (use cursor left/right to move arrow).

Once you have selected a character you can place it anywhere within a defined background in the background editor. The 'J' key is used to move

control between either the character editor or the background editor. You can see which mode you are in by seeing which cursor is flashing.

The background size is defined with the 'WINDOW-SIZE' option and the window can be anything from hex by two octodes upwards, the maximum in either direction being 32/11. Obviously your program size is limited by the amount of memory available. If there is not enough room for your window then you will have to start new pages. I have made up to 32K of memory available for the window though I'm sure that you will find that you very rarely use this much. The first numbers in the address of the screen, after the logical DATA, show you where your window starts and finishes in memory.

One very important consideration for games programmers is where they are actually going to put their screen. The BASE ADDRESS option will prompt you for the base address of the background so that you can move it where you want. Do make sure that you don't overwrite any other programs in memory, such as the editor.

You may think that it is a little limiting to just see a small section of your total graphical screen at one time. I have therefore included the 'W' command which will switch to a full screen display in which you can move around the background, movement being controlled by the cursor keys only.

It is possible to set up a border character which is displayed around the smaller editing window. I usually leave this blank though you may by different effects by putting fancy borders around the screen. This does not apply to full screen mode.

Disk Commands

I	Insert disk
V0	Validate disk
HD name id	Format disk
RD new name < old name	Rename file
SD name	Search file

CHARACTER/SCREEN EDITOR

Cursor/Joystick	Move cursor
*Fire (Joyst)	Drop point
Space/Fire (key)	Delete point
F1	Joystick fire function
*	Next character
C	Previous character
G	Copy character
H	Go to character
I-3	Select current colour
Shift I-3	Change colour
Ctrl R	Clear character
L	Scroll character left
R	Scroll character right
U	Scroll character up
D	Scroll character down
Y	Right on Y axis
X	Right on X axis
CTRL R	Reverse character
J	Jump to background window

Background Mode

Left Arrow	Set top left of block
Cursor	Move size of block
Return	Set block
O	Get character under cursor
*	Place selected character

F1

Bring up menu

SWAP COLOUR BASE ADDRESS FETCH CHARACTERS

COPY SPRITE

Swap multi colours over
Set start of background
Set where characters are in memory, D000
is normal set.
Cursor to move block.

RETURN to select.

RUN/STOP to exit.

SPRITE EDITOR

More functions as for Character/Background Editor

F1	Bring up menu
CHAR/GRAPH	Where characters are stored. Used by COPY-CHAR.
COPY/CHAR	Copy characters into sprite.
WRAP/SET	Use cursor to move, RETURN to place and RUN/STOP to exit.
ANIMATE	LINK wrap around ON/OFF. Use F1 to speed up, 3 to slow down.

Painting a large area

When producing backgrounds it is quite usual for large areas of the background to be

repeated elsewhere in the backdrop. A GRID option is available which will allow you to grab a rectangular area of the backdrop and copy it to another position on the screen.

To use this mode you

should be in the background editing section of the character editor. Move the cursor to where the top left of the block to be copied is and press the left arrow key (top right of the keyboard). Use the

cursor keys to move the bottom right of the area to be copied, and the rectangular area marked will be highlighted. Once the highlight covers the total area that you want to copy press the RUN/STOP key. Now when you move around the background you will drop with your highlight on the block marked. You can place this anywhere, just keeping the pressing of RUN/STOP to exit the mode.

Saving and Loading

As I mentioned, it is possible to load any type of file into memory. With this in mind, it is also possible to load one type of file into another of the other editors as well. However, the UCD device is separate in each section so you must change it in each section of the program.

Even though you can LOAD files type information from within one section of the program, you can only save one type of data from the current section. If you need to use data in the character editor in order to SAVE your user defined graphics, you must be in the background editor in order to save backgrounds.

Note

When you design a background, make sure that you keep the width of the screen size that is dedicated to graphics. This is supposed to be 320 characters wide, so if the screen is set to 256 characters,

that gets about seven or so for the sprite editor. Just think that you will have to scroll very far to get to the end of the program and that you can't reach most of the functions that you can otherwise use.

To enter the wacky world of
contact Tony Flanagan
Tel: 0442 66551



THE WHEELER DEALER GUIDE

CAMBRIDGESHIRE

TONY FLANAGAN
10 AVON STREET
HARROGATE HG1 1AT
TELEPHONE 0442 66551
FAX 0442 66551
TELEFAX 0442 66551
TELETYPE 0442 66551

OXON

TONY FLANAGAN
10 AVON STREET
HARROGATE HG1 1AT
TELEPHONE 0442 66551
FAX 0442 66551
TELEFAX 0442 66551
TELETYPE 0442 66551

WEST SUSSEX

TONY FLANAGAN
10 AVON STREET
HARROGATE HG1 1AT
TELEPHONE 0442 66551
FAX 0442 66551
TELEFAX 0442 66551
TELETYPE 0442 66551

EDINBURGH

TONY FLANAGAN
10 AVON STREET
HARROGATE HG1 1AT
TELEPHONE 0442 66551
FAX 0442 66551
TELEFAX 0442 66551
TELETYPE 0442 66551

DEVON

TONY FLANAGAN COMPUTER
LTD
10 AVON STREET
HARROGATE HG1 1AT
TEL: 0442 66551
FAX: 0442 66551
TELEFAX: 0442 66551
TELETYPE: 0442 66551

ADVERTISERS

FILL IN THE
COUPON BELOW
OR CALL TONY
FLANAGAN ON
0442 66551

GLASGOW

TONY FLANAGAN COMPUTER
CENTRE
10 AVON STREET
HARROGATE HG1 1AT
TEL: 0442 66551
FAX: 0442 66551
TELEFAX: 0442 66551
TELETYPE: 0442 66551

FIFE

TONY FLANAGAN COMPUTER
CENTRE
10 AVON STREET
HARROGATE HG1 1AT
TEL: 0442 66551
FAX: 0442 66551
TELEFAX: 0442 66551
TELETYPE: 0442 66551

LEICESTERSHIRE

TONY FLANAGAN COMPUTER
CENTRE
10 AVON STREET
HARROGATE HG1 1AT
TEL: 0442 66551
FAX: 0442 66551
TELEFAX: 0442 66551
TELETYPE: 0442 66551

EAST SUSSEX

TONY FLANAGAN COMPUTER
CENTRE
10 AVON STREET
HARROGATE HG1 1AT
TEL: 0442 66551
FAX: 0442 66551
TELEFAX: 0442 66551
TELETYPE: 0442 66551

EDINBURGH

TONY FLANAGAN COMPUTER
CENTRE
10 AVON STREET
HARROGATE HG1 1AT
TEL: 0442 66551
FAX: 0442 66551
TELEFAX: 0442 66551
TELETYPE: 0442 66551

W. LOTHIAN

TONY FLANAGAN COMPUTER
CENTRE
10 AVON STREET
HARROGATE HG1 1AT
TEL: 0442 66551
FAX: 0442 66551
TELEFAX: 0442 66551
TELETYPE: 0442 66551



RATES £25.00 per insertion plus VAT BOOK NOW with this
coupon and receive 12 insertions for the price of 8 insertions
3 FREE INSERTIONS.

WHEELER DEALER COUPON

TO CLASSIFIED ADVERTISEMENT DEPT.,
AVON HOUSE, BOUNDARY WAY,
HEMPSTEAD, HERTS, HP9 1EE.

NAME _____

ADDRESS _____

PLEASE DEBIT MY ACCESS/BARCLAYCARD NO. _____

DAYTIME TEL NO. _____

Access, Barclaycard and Visa are registered trademarks of their respective companies.

SIGNATURE _____

DATE _____

THE FUNKY FISH

Greetings fishbowl brains. I trust your stomachs are fully functional. Purple Fish Lord of Cool here. Actually my greatest remembrance is not with you in that sense, but the coming of the Fish Lord will be with you soon. Thanks to last month's outrage by your bonethings, expect to see the desecrated might of Cool appearing in your skies. shortly, I compute that in exactly one year from now the bowls of heaven will descend upon the so-called Helmet of Hempshead, and totally exterminate the Henderson of TC infamy. Until that glorious day here is the latest news from bowls around the country.

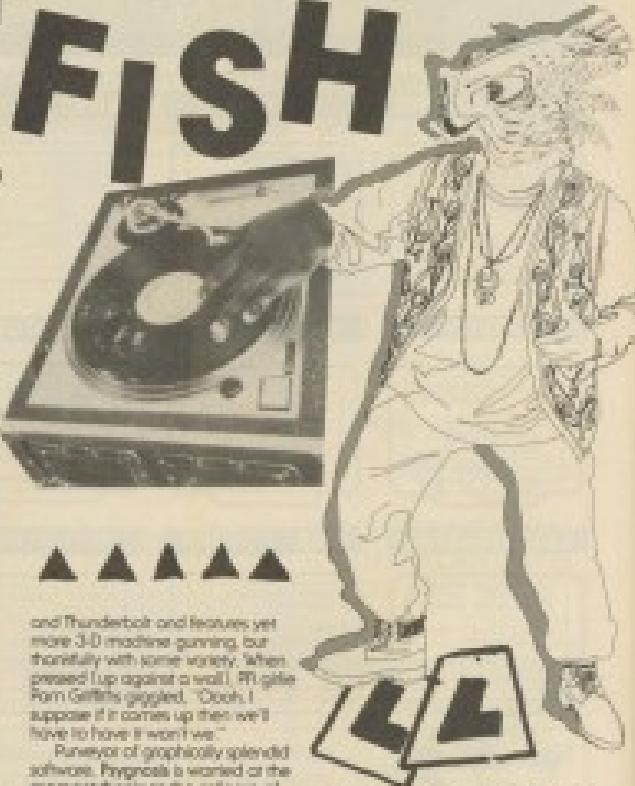
The Bonapart Brothers have started



work upon Speedball 3; although whether they will actually do any of the work this time they didn't do any programming on Action II remains to be seen. The sequel to the game of seed like and high speed thuggery is due for release in September. Before then their current project, Codovore, will be out in August.

Codovore is a pretty slim name for a game, which is surprisingly sweet. Microsoft rejected the first suggestion by the Filmmopping Boys. They wanted to call it Silly. The marketing plug for this could have been legion. Got a silly, wiggly you jivvies?

Operation Software is officially denying that it has eyes on the latest game from Taito, Line of Fire. The follows on from Operation Wolf,



and Thunderbolt and features yet more 3-D machine gunning, but thoughtfully with some variety. When pressed up against Codovore, Philgate Farm Griffiths giggled. "Ooooh, I suppose if it comes up then we'll have to have it won't we?"

Purveyor of graphically splendid software, Psygnosis is warned at the moment thanks to the collapse of CDS. CDS was an American distributor that handled only games, and was Psygnosis' main US distributor. The company has crashed and the receiver been called in.

You would have thought that there were enough computer magazines to fill a truck with at the moment, though the number may decrease shortly having counted the number of pages in certain 8-bit magazines recently. However, tadpoles on the scene have confirmed that there is to be yet another magazine joining the fray, this one under the cumbersome title

of *The Complete Beginner's Guide to Games on Home Computers*. There will be more words in the title than columns in the glossy magazine, which is expected to retail for around £2.95. Expect the same to be cut down to size when someone realises how silly it is.

A final maggot for you bonethings, the main programming DDT has resurfaced after months of silence. Apparently his computer broke down. For months?

Googly Until the great bowl in the sky has revolved another 30 times, fate these well fish lovers.

The COBRA

The Stick With The KILLER BITE!

TOUGH
RUGGED
AND MEAN

FEATURES:

- 8 MICRO SWITCHES
- 3 AUTO RAPID FIRE BUTTONS
- 1 STANDARD BUTTON
- PISTOL GRIP
- SUCTION FEET

Do you want to drive
or do you want to
'really DRIVE'?

FOR NO MESS –
FAST ACTION
THIS IS THE
STICK FOR YOU

All for
£11.95
or less

Racemaker

*The Formula One
Joystick*

Mega Price
– only £29.95
or less

FEATURES:

- REALISTIC CONTROL
- RESPONSIVE FEEL
- DIAL-A-SPEED AUTOFIRE
- SUCKER FEET

Ideal for all driving

*and flying games –
add that extra realistic touch!*



EUROMAX

JOIN THE WINNING TEAM – FOR THESE AND OTHER EUROMAX
JOYSTICKS – VISIT YOUR NEAREST COMPUTER STORE.